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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE

7TH DOCTOR 1987 - 1996

EXPANDED UNIVERSE SOURCEBOOK VOL.2

The Seventh Doctor Expanded Universe Sourcebook Vol.2
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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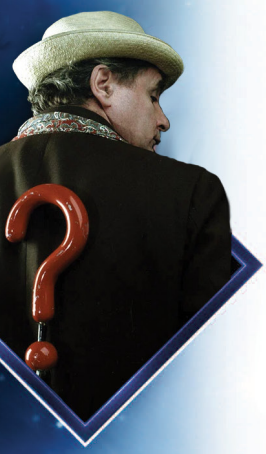
THE SEVENTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK VOL.2



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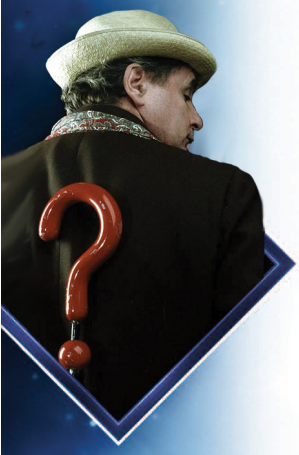


WELCOME TO THE EXPANDED UNIVERSE

Doctor Who first aired on November 23rd, 1963, and within a few weeks – in some part thanks to the Daleks' popularity – became a national, and then international, phenomenon. 57 years later, we've seen 26 seasons of the original series, more than ten of the new series, and more than thirteen Doctors.

That's if you were only watching television.

But Doctor Who is much more than that. Comic strips, short stories, novels, webcasts, and audio adventures have rounded out the Doctor's adventures through time and space, and continue to do so. This is the Expanded Doctor Who Universe.

Cubicle 7 is doing an amazing job bringing GameMasters and Players alike all the characters, creatures, places and things from the canonical Doctor Who – the Doctor Who as seen on television – but what of all those other adventures? Unfortunately, they are not part of Cubicle 7's licensing agreement with the BBC. Those extracanonical tales are what this series of digital, fan-made, not-for-profit, unofficial and unapproved sourcebooks will do its best to cover.

In the pages ahead, you will find companions that were never seen on television, monsters you might only have been able to read about, places to visit, and artefacts to discover, all from books, audios and comics based on the Seventh Doctor's adventures. Now, the Seventh Doctor was a very busy Time Lord, and putting all of his extracanonical adventures in the same book would be a difficult endeavour. So we've divided them across two volumes. Before your eyes is volume 2, which covers all his adventures after he was joined by famous archaeologist Bernice Summerfield. Volume 1, already available, covers his stories before Bennie hopped on the TARDIS. The page count on each section continues from the first volume's.

To make this book as useful as possible, we've divided it by category (Companions and Allies, Monsters and Villains, Locations in Time and Space, and Gadgets and Artefacts) rather than by story (as Cubicle 7's Doctor sourcebooks have done), and because you might not have discovered these stories yet, we've tried to keep the spoilers to a minimum. Each section is numbered individually to help us add content even after initial publication (see Note, below).

Also included are a timeline that sets the Doctor's expanded universe stories into the larger context of the show, and a list of Adventure Seeds based on the back cover copy of the source material, at once for inspiration and to pay tribute to the original stories that brought about this book.

And please don't skip the Credits page, where we thank all the contributors to this book, as well as the people whose imaginations brought these concepts to life in the first place.

Note: *This sourcebook is dynamic. That means we may yet add to it as new stories from the expanded universe continue to be released. If you would like to contribute something to this series of sourcebooks, we hope you won't hesitate to contact us through the DWAITAS Proboards.*

The television stories represent but a fraction of the Doctor's total adventures. But how do these stories fit in the complete chronicle of his life?

***Bold** entries represent televised material.*

Love and War: On Heaven, the Doctor and Ace are joined by Bernice Summerfield to fight a Hoothi infestation.

Transit: The TARDIS lands its crew in the mass transit system linking the planets of the Solar System. Introducing Kadiatu Lethbridge-Stewart.

Pureblood: The Doctor meets non-cloned, ancient Sontarans.

Emperor of the Daleks!: The Doctor and his friends are embroiled in the conflict between Davros and the Dalek Emperor.

The Highest Science: Various factions, including the Chelonians, vie for mythical technology.

The Pit: Bernice asks the Doctor to investigate the mystery of the Seven Planets.

Deceit: An older, more violent Ace rejoins the Doctor and Benny during an adventure on the planet Arcadia.

Lucifer Rising: The Doctor and his friends investigate sabotage on an orbital base around Lucifer as an eons-old power awakens.

Final Genesis: The TARDIS visits a parallel Earth where humanity and the Silurians live in peace.

White Darkness: The Doctor gets involved in voodoo in World War I Haiti as an Elder God stirs.

Shadowmind: The TARDIS lands on Umbra where native creatures are influencing the minds of settlers.

Birthright: The TARDIS dies and while Benny is trapped in 1909 London and Ace on an alien world in the far future, the Doctor has vanished.

Iceberg: "During" the events of Birthright, the Doctor uncovers Cybermen in the Antarctic ice in 2006.

Blood Heat: The TARDIS crash-lands on a parallel world where the Silurians conquered back the Earth.

The Dimension Riders: On Space Station Q4, an ancient enemy is using time as a weapon against the Doctor.

The Left-Handed Hummingbird: An Aztec god is attacking history itself.

Conundrum: The Doctor, Ace and Bernice visit the Land of Fiction, but who's running the show?

No Future: Benny becomes a punk rocker as the Meddling Monk shows his hand in 1970s London.

Tragedy Day: The TARDIS visits Olleril on the day of their annual global celebration.

Legacy: The Doctor returns to Peladon and once again gets embroiled in court intrigue.

Theatre of War: The TARDIS crew gets involved in a planet's performance of *Hamlet* quite against their will.

All-Consuming Fire: The Doctor teams up with Holmes and Watson to fight Lovecraftian horrors.

The Shadow of the Scourge: The TARDIS crew fight the Scourge in 2003 Kent.

The Dark Flame: The Doctor, Ace and Benny fight the Cult of the Dark Flame.

The Big Blue Book: Benny and Ace find an alien library at Liverpool University.

Blood Harvest: The Doctor and Ace run a Chicago speak-easy while Benny is trapped on the vampire planet in E-Space.

Strange England: The TARDIS lands in a Victorian house that immediately starts trying to kill the crew.

First Frontier: At the dawn of the space race, the Master is found working with the Roswell aliens.

St Anthony's Fire: The Doctor and Benny visit a planet where the lizard-like inhabitants are fighting a long war.

Falls the Shadow: The TARDIS lands in a house whose reality is being manipulated by god-like beings.

Parasite: The Doctor, Ace and Benny find themselves inside the strange ecosystem known as the Artifact.

Warlock: The TARDISeers investigate a new mind-expanding drug.

Set Piece: The TARDIS crew is scattered through time, pursued by robotic ants. Ace leaves after a harrowing time in Ancient Egypt.

Infinite Requiem: The Doctor and his friends fight the Sensopaths, entities exiled inside the minds of regular people.

Sanctuary: The Doctor and Benny are stuck in Europe during the Crusades.

Human Nature: The Seventh Doctor takes human form to hide in 1914 England.

Bernice Summerfield and the Criminal Code: On the planet Shanquis, the Doctor tries to negotiate a treaty while Bernice finds a forbidden language that could be the key to peace.

Original Sin: Roz Forrester and Chris Cwej join the TARDIS crew after an adventure with the Doctor and Benny in the 30th Century.

Sky Pirates!: The TARDIS crew joins a pirate ship on a voyage through a strange clockwork universe.

Zamper: The Chelonian Empire is dying, and things come to a head on Zamper, a planet of weapon makers.

Toy Soldiers: The TARDIS crew comes across aliens recruiting children on post-WWI Earth.

Head Games: The Doctor must fight his evil twin.

The Also People: The Doctor meets the People on their home, the Worldsphere.

Shakedown: The TARDIS crew gets embroiled in the Sontaran-Rutan conflict.

Just War: The Doctor uncovers technology capable of changing the outcome of WW2 on Nazi-occupied Guernsey.

Warchild: The TARDIS crew deal with children who have immense mental powers.

SLEEPY: Benny and Roz go back in time to find the origins of a virus that has infected the Doctor and Chris.

Death and Diplomacy: The Doctor tries to settle a conflict between three Empires in the Dagellan Cluster.

Happy Endings: Bernice Summerfield gets married and leaves the TARDIS.

GodEngine: The Doctor and Roz try to solve the riddle of the GodEngine on Mars.

Christmas on a Rational Planet: The TARDIS visits the Age of Reason, where the Carnival Queen brings chaos.

The Trial of a Time Machine: On the planet Thrantas, the TARDIS itself is put on trial.

Vanguard: The Doctor, Roz and Chris find themselves on a world where giant robots fight an endless war.

The Jabari Countdown: The TARDISeers are stranded on an island of mathematicians during World War II.

The Dread of Night: The Doctor and his friends find the hospitality of a Northumberland house in 1899 less than hospitable.

Return of the Living Dad: Bernice finds her long-lost father 5 centuries before he disappeared.

Cold Fusion: The Seventh Doctor teams up with the Fifth to fight invaders from another dimension.

The Death of Art: The TARDIS visits 19th-Century Paris, which is filled with strange happenings.

Damaged Goods: The Doctor and his friends investigate a new drug ravaging a council estate.

So Vile a Sin: Roz returns to her own century and dies in battle leading her sister's forces in a revolution.

Bad Therapy: The Doctor meets a version of Peri, returned to Earth after 25 years of living with Yrcanos, in 1958 Soho.

Eternity Weeps: Benny's expedition to find Noah's Ark is tied into a coming apocalypse.

The Room With No Doors: The TARDIS visits 16th-Century Japan.

Bullet Time: The Doctor and Chris cross paths with Sarah Jane Smith during the Hong Kong handover.

Lungbarrow: The Doctor returns to his family home on Gallifrey. Chris Cwej quits his company.

Many Happy Returns: Benny relives various chapters of her life in an interactive museum.

The Revolution: The Doctor comes looking for Bernice Summerfield so she can help him find Ace again.

Good Night, Sweet Ladies: Benny explores a labyrinth on the Moon of Adolin.

The Lights of Skaro: Bernice Summerfield visits a Dalek City. Ace and Benny rejoin the Doctor aboard the TARDIS.

The Vaults of Osiris: The Doctor and Ace attempt to steal the Eye of Horus from a museum in Egypt.

The Eye of Horus: The Doctor is reunited with Benny in ancient Egypt.

The Tears of Isis: The Doctor is pulled into a time loop with Sutekh.

The Pyramid of Sutekh: Benny finds the Doctor fighting Sutekh in a Martian pyramid. From her perspective, these events occur before *The Vault of Osiris*.

The Prisoner's Dilemma: During the events of the *Key 2 Time*, Ace finds herself sharing a cell with Zara.

Operation Volcano: The Doctor and Ace deal with a mysterious landing in Australia.

Last of the Titans: The Doctor finds himself lost in a gigantic spacecraft.

The Shadow Heart: Fifty years after the Wrath War, the Doctor returns to that sector of space to face the consequences of his interference.

The Unknown: The Seventh Doctor meets River Song on the *Saturnius*.

The Eye of the Storm: The Seventh Doctor teams up with the Sixth and River Song to save the Earth in 1703.

The Psychic Circus: The Master takes over the Psychic Circus.

The Monsters of Gokroth: Mags joins the Doctor on his adventures after failing to free herself from her lycanthropy.

The Moons of Vulpana: The Doctor brings Mags to her home planet in its past.

An Alien Werewolf in London: Ace calls the Doctor and Mags to 1990s London to help her free a captive alien.

A Thousand Tiny Wings: The Doctor finds Elizabeth Klein in Kenya during the Mau Mau Uprising, and she joins him on further adventures.

Klein's Story: Klein recounts how she got possession of the Doctor's TARDIS in *Colditz*.

Survival of the Fittest: The Doctor and Klein help insect-like Vrill after a cataclysm.

The Architects of History: In an alternate future controlled by a Galactic Reich, the shark-like Selachians attack the Moon, and Klein's story ends.

Return of the Daleks: The Doctor spends a couple of decades in a Dalek prison

Ground Zero: With three of his former companions kidnapped, the Doctor must stop the Lobri from destroying the unconscious link between humans.

Excelis Decays: The Doctor returns to Artaris for a final rekoning. The TARDIS console room takes on its large Victorian aspect, as seen in *The TV Movie*.

Project: Lazarus: The Seventh Doctor returns to the Forge and is shocked to find his Sixth incarnation acting as its scientific advisor.

Master: The Doctor encounters the Master living as a human being on Perfugium, in the far future.

The Tramp's Story: The Doctor travels with an unnamed homeless man for a time.

Valhalla: The TARDIS lands in Valhalla, the capital city of Jupiter's moon, Callisto.

Frozen Time: An expedition in the Antarctic finds the Doctor buried in ice.

The Death Collectors: The Doctor encounters the Dar Traders again, this time on the planet Antikon.

Spider's Shadow: A pan-dimensional being threatens to ruin a ball, and the Doctor doesn't even remember being invited.

Kingdom of Silver: The Doctor encounters Cybermen on the planet Tasak.

Keepsake: Sifting through junk on Reclaim Platform Juliet-November-Kilo, the Doctor finds evidence of a friend's final fate.

UNIT Dominion: UNIT, its scientific advisor Elizabeth Klein, the Doctor and Raine Creevy deal with an interdimensional crisis.

Persuasion: The Doctor recruits UNIT's Klein and her assistant Will Arrowsmith for a secret mission back to Nazi Germany.

Starlight Robbery: The Doctor, Klein and Will visit an intergalactic arms fair.

Daleks Among Us: The TARDIS lands on Azimuth where the Daleks have erased any mention of their existence.

The Dalek Factor: The Doctor is found without his memory by a Thal platoon on a planet where Dalek artefacts are located.

The Two Masters: Gaps in space-time threaten the universe, and only the Doctor and two incarnations of the Master could be able to stop it.

Companion Piece: The Doctor and his companion Cat Broome visit a planet where time travellers are hunted like witches.

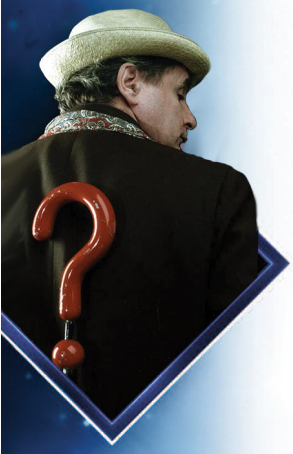
Warlock's Cross: Daniel Hopkins is in a position to bring down UNIT, unless Klein and the Doctor stop him.

Subterfuge: The Meddling Monk interferes with the Doctor's old friend, Winston Churchill.

Dark Universe: The Doctor teams up with Cardinal Ollistra to prevent the Eleven from using the Dark Universe's power against our own.

Death Comes to Time: In an alternate timeline, the Doctor and the Time Lords leave our universe forever.

The TV Movie: The Seventh Doctor is shot in a San Francisco back alley, and regenerates into his Eighth incarnation.



COMPANIONS

ACE *(1st in Love and War)*

In the fall-out from the Doctor's plan to kill the Hoothi (see *V140*) on Heaven (see *L106*), during which Ace's lover Jan died, Ace stormed out of the Doctor's life She remained in the 26th Century before the Doctor caught up with her three years later from her perspective. During that time, she had joined Spacefleet, undergone military training and fought in the Dalek Wars attached to IMC (see *Colony in Space*). Ace had thought that killing Daleks would be fun. But it wasn't. She even felt pity for a Special Weapons Dalek that begged to die after she had drilled its casing open and was draining its power.

The Ace that the Doctor meets in 2573 on a ship approaching the planet Arcadia (see *A83*) has changed. Military life has made her tough and cynical, almost world-weary. She's an experienced combatant and is now proficient with a gun as well as explosives.

"Spacefleet Ace" typically wears smooth black body armour that hugs her figure, though she sometimes wears her old badge-covered jacket over it. Her ensemble is often topped with a pair of mirrorshades, and her hair is usually pulled back in a severe ponytail.

Ace claims she's no longer angry with the Doctor and his machinations, but her resentment is still simmering just below the surface. As a result, her relationship with the Doctor and Benny (see *A47*) is strained when she first starts travelling in the TARDIS again. But over time, she comes to trust them both.

Calling herself Dorothée, Ace later becomes "Time's Vigilante", basing herself in Paris from 1871 onwards and using a motorbike fitted with one of Kadiatu Lethbridge-Stewart's (see *A85*) short-range time hoppers to patrol the local segment of time.

She later joined the Doctor on a number of adventures, but only ever on a temporary basis.

ACE'S TIME BIKE
Armour: 0 **Hit Capacity:** 6 **Speed:** 8

Traits: Travel, Vortex
Story Points: 9

SPACEFLEET ACE

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft 2, Fighting 4, Knowledge 2, Marksman 4, Science 4 (AoE: Chemistry), Subterfuge 1, Survival 1, Technology 2, Transport 1

TRAITS
Argumentative
Attractive
Bio-Chemical Genius
Brave
Experienced x2
Five Rounds Rapid
Impulsive
Insatiable Curiosity
Past Trauma (Major) – The Doctor is now added to Ace's list of unresolved issues
Quick Reflexes
Time Traveller (Major) – Tech Level 6
Tough

EQUIPMENT
Bodysuit Armour [4 points]
Since her Spacefleet days, Ace usually carries a few weapons about her person, anything from energy blasters to concealed voice-activated dart guns to programmable heat-seeking grenades

TECH LEVEL: 5

STORY POINTS: 6

WHATEVER HAPPENED TO ACE MCSHANE?

SPOILERS ARE INEVITABLE!

Of the fates of all the Doctor's travelling companions, that of Dorothy Gale "Ace" McShane is among the most contentious. Among her various destinies depicted in the expanded universe are:

- Spending three years with Spacefleet in the 26th Century before rejoining the Doctor as a battle-hardened veteran, later becoming Time's Vigilante;
- Dying in an explosion when she tried to kill the Lobri (see *V151*);
- Dying after being shot by George Limb (see *Volume 1*), replaced by an Ace from a parallel Earth;
- Left on Gallifrey to be trained as a Time Lord, becoming a CIA agent and fighting in the Time War;
- Returned to Earth and establishing a charity, A Charitable Earth, which is still active in the present day.

So, how to reconcile these? The simplest (but perhaps least satisfying) explanation is the one offered by both the Big Finish audio *Zagreus* and the BBC novel *Spiral Scratch*, that the different media operate in different parallel timelines. See *The Sixth Doctor Expanded Universe Sourcebook* for more information on this option.

But could all of these fates actually be made to co-exist in the same timeline? Possibly. Let's take a look at Ace's deaths first. In one instance, Ace was killed and then replaced by an alternative Ace, so maybe this happened more than once, with the scheming Seventh Doctor engineering this as his plans still needed Ace to be alive. Alternatively, in the BBC's Eighth Doctor novels, a number of the Doctor's past companions – including Ace – were killed off prematurely by the Council of Eight altering history (see *The Eighth Doctor Expanded Universe Sourcebook Volume 1*). Perhaps they killed Ace more than once, before the Council of Eight was defeated and the proper timeline was restored.

As for Ace's different life experiences – Spacefleet veteran, Time Lord trainee/CIA agent, charity founder – there have been at least three occasions on which Ace's memories have been significantly altered. The first time was when the Doctor was using the TARDIS's telepathic circuits to edit his own memories, but accidently included Ace's and he had to restore them (see *Tymewyrm: Genesys*). The next was on Erratoon (see *L99*), when the TARDIS had to recreate her memories after they had been wiped by the local police, except that there were still gaps. Later in her life, after she had fought in the Time War, Irving Braxiatel (see *A74*) wiped her recent memories and returned her to Earth. Any or all of these instances could have left Ace with no knowledge of a significant chunk of her life and the skills she had picked up during those times.

We haven't even touched on the obvious possibility of Ace's involvement in the Time War resulting in her history being reset multiple times. Or her future self being hit by a temporal weapon and splintering in time (see *At Childhood's End*). But whichever of these explanations is chosen, it is clear that with a bit of squinting, all of Ace's known fates could have happened to the same person. It's really a question of personal choice.

CAT BROOME *(Companion Piece)*

Catherine "Cat" Broome is beautiful, intelligent and witty according to her own words, and incorrigible according to the Doctor's. She's from Liverpool on Earth at the end of the 20th Century. Her dad worked for Wirral Borough Council. Cat had a Roman Catholic upbringing and, although she didn't have an unhappy childhood, she moved to London as soon as she could.

Cat is very down to earth. When exploring new worlds, she usually wears her trusty donkey jacket. To the Doctor's disapproval, Cat smokes cigarettes. The Doctor has told her that she's not to smoke in the TARDIS unless she's been good. In any case, she's promised to give it up.

In the 28th Century on the planet Haven (see *L105*), Cat met a Catholic priest who triggered old memories in her. Although they are from eight centuries apart, Father Paddy was also from Liverpool. His dad also worked for Wirral Borough Council. Paddy reminded Cat of her brother. He was also a priest, a fact that Cat had seemed to have forgotten until now.

A week earlier, Cat couldn't even have said what religion she was. Now she's sure she's a Catholic. Though she can't remember when she'd last given the Church any thought at all, and she hasn't even prayed in years. Since travelling with the Doctor, Cat has seen things which make her doubt her beliefs. The Doctor has taken her to a factory which makes artificial black holes, built by men not God. She's also seen more than her fair share of killing. A whole army blasted to pieces, bodies flying in all directions.

With memories of her Catholic childhood returning, Cat is concerned about whether it is only humans who have souls. As a child, she was upset to learn that pets didn't go to heaven. But what about the many sentient species she's since encountered? Do they have souls? What about the Cybermen, who used to be human? What about creatures who are so alien they barely pass as living beings at all? Or artificial intelligences, sentient but unalive?

Cat is worried that there seem to be so many gaps in her memories. Perhaps it was something that happened when she first met the Doctor. But it all seems so hazy, just a blur. Is she going crazy? She remembers a great, great uncle who couldn't hold the last five minutes in his head. But at least he was old. Cat is still only twenty-eight.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has seen companions come and go. He's lost a few to death over the years. No too long ago, he had to perform an autopsy on Ace's corpse (see *A39*). He could not have believed the loneliness when she finally left him. Once, in a previous incarnation, he had been happy to travel alone, but he's a different person now, with different needs. He created Cat to fill that void.

CAT BROOME

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 4, Convince 2, Fighting 2, Marksman 2, Subterfuge 3, Survival 1, Technology 1, Transport 1

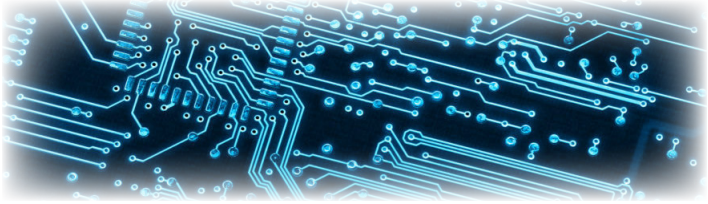
TRAITS

Amnesia (Minor) – Fills the gaps in her memories by adding details from those of others, particularly other robots
Attractive
Brave
Dark Secret (Major) – Cat is a robot, but she doesn't even know it herself
Environmental (Minor) – Doesn't need to breathe
Machine
Run for Your Life!
Robot

TECH LEVEL: 7

STORY POINTS: 12

Catherine Broome is a robot, a very sophisticated android capable of eating and drinking and smoking cigarettes. A robot that thinks it's human. Cat thinks she's twenty-eight, but she's only a few days old. She's filling the gaps in her programmed memories with information from other people's lives. She just doesn't know it yet.



CHRIS CWEJ *(1st in Original Sin)*

The Doctor first met Chris Cwej on Earth in 2975 when he and his Adjudicator partner, Roz Forrester (see *A50*), were investigating a series of murders in the Undercity. Chris comes from a long line of Adjudicators (see *A70*), the police force of the Earth Empire, and followed in the family tradition. He is still young and wet behind the ears, and he often behaves with a combination of boyish enthusiasm and wide-eyed naivety. Chris is squire to Roz, an older, more experienced officer whose previous partner died.

Chris was born in 2954 in the lower levels of one of Earth's Overcities (see *L98*). His full name is Christopher Rodonanté Cwej, the surname being Swedish and is properly pronounced "Shvey". But most people pronounce it "Kwedge" so Chris has given up correcting them and even uses the incorrect pronunciation himself. To 21st Century ears, he speaks with a vaguely Canadian accent.

In his natural form, Chris is tall, muscular and blond with blue eyes. However, when the Doctor first met him, Chris had undergone a body bepple, a cellular body alteration fashionable in the 30th Century, which gave him short golden fur, a shiny black nose, round eyes and pointed ears, like a gigantic teddy bear.

Chris reverted to his human form after his fur was burnt off, though his teeth and nails remained slightly sharper than human. Chris is a latent telepath, but this is only active if he's affected by outside influences such as a psionic field. During these times, Chris can hear the thoughts of others, but he has little control over this ability. Roz Forrester has a dislike of telepaths and is so far unaware of Chris's talents in this area.

During their investigations of the murders in the Undercity, Chris and Roz uncovered extensive corruption in the Adjudicators Guild. Targeted for arrest and execution, they decided to join the Doctor in his travels.

As a rookie Adjudicator, Chris looks up to Roz. Over time, this respect has blossomed into an unspoken love. Roz remains unaware of the depth of Chris's feelings for her – at least until Chris confesses to her while concussed!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Roz Forrester is killed in battle in 2982, during the war for the Imperial Throne, Chris is heartbroken. Although he continues to travel with the Doctor for a short while, he soon opts to remain on Gallifrey.

Chris's life after that point is hazy. But it appears that the Time Lords brainwashed him into believing that the Doctor was in fact an "Evil Renegade" who had abducted him and was responsible for Roz's death. The Time Lords also gave Chris the ability to regenerate and have used his biodata to create a series of agents, referred to as the Cwejen. These take a number of forms: Cwej-Prime (which appear as the original Chris), Cwej-Plus (a regenerated version – short, fat and balding) and Cwej-Magnus (huge, monstrous and heavily armoured). The Time Lords can create an indefinite number of each of these forms, an "Army of One".

CHRIS CWEJ

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 1, Fighting 3, Marksman 4, Medicine 2, Subterfuge 2, Technology 2, Transport 4 (AoE: Pilot)

TRAITS
Attractive
Brave
Code of Conduct (Major): The Adjudicators' Code
Devotion – Roz Forrester
Distinctive – In his body bepple form, this Trait is replaced with Alien Appearance
Impulsive
Psychic – Normally dormant except when subject to outside influence
Wanted (Minor) – The Adjudicators

EQUIPMENT
TARDIS key
Chris has brought much of his Adjudicator equipment and weapons with him aboard the TARDIS (see the entry on Roz Forrester, *A50*, for examples)

TECH LEVEL: 7

STORY POINTS: 12

DR ELIZABETH KLEIN *(1st in A Thousand Tiny Wings)*

Tall, blonde and strikingly attractive with more than a hint of the Aryan about her is how the Doctor once described Dr Elizabeth Klein. The Doctor first encountered Klein in Colditz Castle in 1944, when it was being used as a German prisoner-of-war camp known as Oflag IV-C (see *Volume 1*). Klein was posing as a Nazi scientist, but was actually from the year 1965 in an alternative future in which Germany had won the Second World War with the aid of laser technology derived from a CD Walkman taken from Ace when she was executed at Colditz Castle.

In that timeline, Klein was a scientist at Cambridge University when, in 1962, she was recruited by the Nazis to undertake research into extraterrestrial technology. Among her projects, she was assigned to examine a time machine, the Doctor's TARDIS, which had fallen into German hands at Colditz. After several years of study, Klein piloted the ship back to 1944 to try to acquire the Doctor so that she could prise the TARDIS's secrets from him. But that TARDIS dematerialised shortly after arrival, stranding her here, and the Doctor and Ace of our timeline managed to escape in their TARDIS, preventing Klein's universe from coming into being.

Klein thus became a refugee from a future that never comes to pass, a temporal paradox stranded in our universe. She strongly believes that her timeline is the correct one and that ours is some kind of monstrous mistake. Klein remembers a world that no longer exists, people who have never been born. Sometimes she thinks she's gone mad; other times, that it's the Doctor who is insane. She certainly resents him for reordering reality the way he has done.

When the war ended with the defeat of Germany, Klein escaped to South America along with many other Nazis. While she was in South America, she retrained and qualified as a medical doctor. Then she moved to Africa, which had always held a fascination for her.

It was in Kenya that Klein next bumped into the Doctor, in 1953 during the Mau Mau uprising. After an encounter with the Chaelis (see *V111*), the Doctor insisted that Klein travel with him in the TARDIS. He felt responsible for Klein, and he also hoped that he could broaden her views. For her part; Klein still didn't feel at home in our world and was maybe looking for an opportunity to use the TARDIS to restore her timeline. They travelled together for some time and Klein's experiences with the Doctor seemed to be softening her views. But appearances can be deceptive…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Klein's true nature was eventually revealed when she stole the TARDIS as soon as she was able to obtain the key. She first used it to ensure that Nazi Germany won the Second World War, but she went on to change the timelines again and again in order to conquer first the rest of the world and then any alien race which would threaten the Galactic Reich (see *L100*). Even the Daleks and Sontarans

KLEIN (NAZI PARADOX)

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

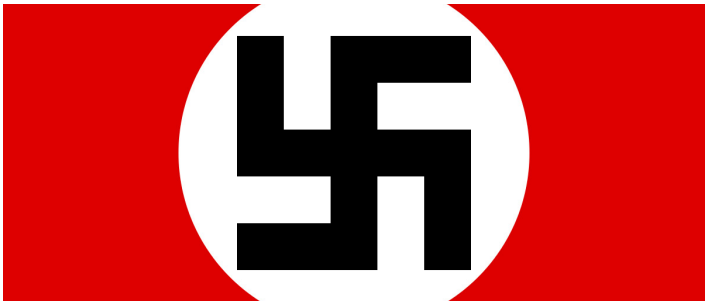
SKILLS
Athletics 1, Convince 3 (AoE: Debate), Fighting 1, Knowledge 4, Marksman 2, Medicine 4, Science 4 (AoE: Temporal Theory). Subterfuge 2, Technology 2, Transport 1

TRAITS
Alternative Existence – see *The First Doctor Expanded Universe Sourcebook*
Attractive
Experienced
Obsession (Major) – Nazi ideology
Obsession (Major) – Restoring her timeline
Stubborn
Time Traveller (Minor) – Tech Level 4
Voice of Authority
Vortex

EQUIPMENT
Luger pistol: 5(2/5/7)

TECH LEVEL: 5

STORY POINTS: 9



were no match for the Nazis with Klein in charge of Temporal Affairs, willing and able to go back and change events to ensure the best possible outcome!

Klein was eventually defeated by the Doctor who had recruited the Selachians (see *The Second Doctor Expanded Universe Sourcebook*) to his cause. The Doctor restored the correct timeline, with one small change. The Dr Elizabeth Klein of our reality is no longer a Nazi refugee from a parallel world that doesn't exist. Instead, she was born and raised in our universe.

This version of Klein was born to Nazi parents and was adopted by Ralf and Mutte Klein. Towards the end of the war, Ralf took the infant Elizabeth to England where she grew up. Klein was educated at Cambridge University and was promoted from the Deep Core Research Facility to become scientific advisor to the UK branch of UNIT after the departure of the Doctor. Klein has become aware that the Seventh Doctor is keeping an eye on her from a distance, over months and years. She has even started to dream of him and has nicknamed him the Umbrella Man. As a result, Klein doesn't trust the Doctor. But what she doesn't know is that the Doctor was checking that her Nazi persona wasn't reasserting itself.

In 1990, the Doctor asked Klein to travel with him in the TARDIS. Knowing that he was coming to the end of his seventh incarnation's life, the Doctor wanted to confirm that Klein really had no trace of her Nazi persona left. Along with stowaway Will Arrowsmith (see *A52*), the pair experienced a number of adventures, along the way discovering that she had in fact been bred by the Nazis in the closing years of the Second World War to be the living control unit for the Persuasion Machine (see *G26*). Eventually, the Doctor took Klein home to resume her career. She has remained with UNIT ever since.

Both versions of Klein are very pragmatic, but this is most evident in the Nazi version, who believes in doing anything to get the job done and that morality is a luxury. She considers that the needs of the many outweigh the needs of the few. Whereas the Nazi Klein is obsessive about restoring what she views as the correct timeline in which Germany won the Second World War, the Klein of our universe has devoted herself to protecting the Earth from alien threats. Both Kleins have strong personalities and are forthright in their views, neither being afraid of standing up to the Doctor.

KLEIN (UNIT SCIENTIST)

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 3 (AoE: Debate), Fighting 1, Knowledge 4, Marksman 2, Medicine 4, Science 4, Subterfuge 2, Technology 3, Transport 1

TRAITS
Attractive
Code of Conduct (Minor)
Experienced x2
Friends (Major) – UNIT
Hypnosis (Minor)
Insatiable Curiosity
Obligation (Major) – UNIT
Stubborn
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

GENEVIEVE MARCEAU *(Frozen Time)*

When the Doctor first met Dr Genevieve Marceau in 2012, she was part of an Antarctic expedition funded by Lord Barset. It was searching for the ill-fated expedition of Lord Barset's grandfather, which had been lost in 1929. The only survivor was a crewman who had gone mad with fear and who died screaming about monsters. He had in his possession the diary of Barset's grandfather, which claimed that they had discovered a species of prehistoric reptiles indigenous to Earth. They were described as lizard-men that walked upright and possessed both intelligence and technology superior to that of 1929 – and probably of 2012. Barset is intent on recovering examples of that technology and giving it to the world, albeit with him controlling it. He is not a naturally altruistic man.

Genevieve is the physicist of the expedition. She is French and tends to introduce herself using both the French and English pronunciations of her first name, depending on who she is talking to. She is very used to being told her name is beautiful and prefers to be called Geni anyway. Being French among a group of British, she scathingly says, is just a bonus!

Geni was with the expedition's archaeologist when they discovered the TARDIS frozen in ice within a cavern, with the Doctor similarly frozen nearby. The cavern was actually located some way away from the last known position of the 1929 expedition, but strange thermal readings had piqued their curiosity. Geni was as astonished as everyone else when the Doctor started to wake as he thawed out. She was further intrigued when the team also discovered a number of humanoid reptilian figures in the ice.

However, these were not the Silurians that Barset's grandfather encountered. These creatures were not from Earth at all, but from Mars. They were Ice Warriors, war criminals under the command of Lord Arakssor (see *V152*) who had been sentenced to life imprisonment on Earth millions of years ago, but who had been frozen when an escape attempt went wrong.

Geni bravely joined the Doctor when he returned to the Martian prison to confront Arakssor. After all, she thought he might need some help. It appears that Geni does like to live dangerously! As a trained physicist, she was able to help him boost the prison's distress signal to summon assistance from other Martians. But she does not like to be told to make the coffee or generally to be ordered around. Geni's relationship with the commandeering Lord Barset was sometimes strained as a result.

When Arakssor had been dealt with, the Doctor used the TARDIS to get Geni back to the expedition ship, *Fortitude*. From the point of view of the ship's crew, she had been gone for about a week. But Geni had a dreamy look on her face when she admitted that it seemed a lot longer from hers. It appears that Genevieve had enjoyed a number of other adventures with the Doctor in the meantime!

GENEVIEVE MARCEAU

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 1, Craft 2, Medicine 2, Science 4 (AoE: Physics), Survival 2, Technology 4, Transport 1

TRAITS
Attractive
Brave
Insatiable Curiosity
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 12

JEMIMA *(The Two Masters)*

Jemima is another in the line of very temporary companions in the vein of Angela Jennings (see *The Sixth Doctor Expanded Universe Sourcebook*) and Astrid Peth (see *Voyage of the Damned*). In her twenties, Jemima is from a period several centuries in the future, during the twilight years of the Rocket Men (see *The First Doctor Expanded Universe Sourcebook*) who terrorised the space lanes during the era of the first Earth Empire.

By this time, the Rocket Men's asteroid base has been destroyed by the Fourth Doctor (see *The Fourth Doctor Expanded Universe Sourcebook*). They have been reduced to a pathetic, ragtag bunch of no-hopers with delusions of grandeur on a cosmic scale – according to the Master, at least. But they are still brutal and dangerous. To Jemima, they're the criminals who killed her family and kidnapped her. They kept her like a pet, and their leader, Blore, made her their cabin boy.

Jemima's time as the Rocket Men's skivvy has given her an edge. She's brave, plucky and has a mouth on her. She's not afraid to answer back, even to Blore. But she hated it when he insisted on calling her "Jim lad". But that's the precise reason Blore did it, as calling her "Jemima" didn't get a reaction.

Despite Jemima becoming a junior Rocket Man, even being allowed to carry a laser pistol, she hated them. They were the murderers of her parents and she didn't owe them anything. But she didn't have any means of escaping from them. Light years from home, where would she escape to? So when the Doctor arrived on Blore's ship, she realised that if he could get on board without being noticed, he could get her out the same way.

At this time, the Rocket Men's ship was stranded in an island of time, as both the past and the future were being eroded away. Even so, Jemima's memories of her dead family were so deep-rooted that she retained them as the no-time encroached further, while the Rocket Men's memories were fading away.

The Doctor quickly realised that Jemima fit the profile as being companion material. He offered to show her the universe if she wanted to see it. But he warned her that it's a dangerous place and that he couldn't guarantee her safety. Jemima knew she was already in a dangerous place and didn't hesitate to accept the Doctor's offer.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Tragically, Jemima was killed by the Master shortly after she had taken the Doctor up on his offer, shot down by his Tissue Compression Eliminator while still aboard the TARDIS. So although Jemima became a companion, she didn't have the opportunity to travel with him beyond boarding his ship.

JEMIMA

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 3, Convince 3, Craft 2, Knowledge 1, Marksman 3, Subterfuge 3, Survival 2, Technology 2, Transport 1

TRAITS
Attractive
Brave
Run for Your Life!

EQUIPMENT
Laser Pistol: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 12

However, when the Doctor used the Anomaly Cage (see *G15*) to reboot the universe after it had been destroyed by the Cult of the Heretic, he created a timeline in which Jemima's parents were not killed and she wasn't kidnapped by the Rocket Men.

PROFESSOR BERNICE SUMMERFIELD *(1st in Love and War)*

Professor Bernice Surprise Summerfield, Benny to her friends, is one of the Doctor's longest-serving companions. She travelled with him for several years in his seventh incarnation and she has also assisted several others during their adventures, including the eighth, the twelfth and even an "unbound" Doctor from another universe.

Records of Benny's life are at times contradictory. This is largely because her timeline has been repeatedly interfered with by Irving Braxiatel for his own purposes. By most accounts, Benny was born on the Earth colony world of Beta Caprisis in the year 2540.This was during the Second Dalek War, and her father Isaac (see *A77*) was an admiral in the Spacefleet. In 2543, the ship her father was on disappeared, and only a few months later, her mother was exterminated during a Dalek attack as she tried to rescue Benny's favourite doll.

At the age of thirteen, Benny was enrolled into the Spacefleet Academy, where she showed an aptitude for the military despite hating it. At sixteen, she was conscripted into the Spacefleet, the youngest private in the corps, but deserted aboard a troop ship's escape pod.

By twenty-one, Benny had added "TMF" (Too Mad to Fight) to her passport to avoid the draft and faked her academic qualifications to become an archaeologist. She spent several years wandering the galaxy and joining various digs, becoming officially qualified along the way. Benny's excavation of Mare Sirenum on Mars established her reputation and led to the success of her book, *Down Among the Dead Men*.

Benny was thirty when she met the Doctor on the planet Heaven (see *L106*), which is when she accepted his offer to join him and Ace (see *A39*) in the TARDIS. She quickly formed a close friendship with the odd little man, but her relationship with Ace was frequently strained. Benny has proved herself to be an intelligent and capable adventurer, showing independence and initiative. She speaks her mind and has a strong sarcastic streak. Although perfectly at home on an archaeological dig, she enjoys her creature comforts, in particular regular access to alcohol.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The stats provided here represent Benny at the time she first met the Doctor and during their early adventures together. Over the subsequent years, she meets and falls in love with Jason Kane (see *A80*), leaving the Doctor to marry him, but they separate shortly afterwards. Benny becomes a lecturer first at St Oscar's University on Dellah and then at the University of Vremnya, later being recruited by Irving Braxiatel (see *A74*) to join the staff of the Braxiatel Collection (see *L91*), where she has a half-Killoran son with Adrian Wall. Along the way, she acquires a Time Ring, but rarely uses it.

During the war against the Deindum, Benny becomes displaced in time, finding herself on Zordin before being reunited with her son Peter on Legion. Benny is then pulled into a parallel universe where she has a series of adventures with that universe's Doctor before they both return to ours.

Over the course of these adventures, Benny's stats will change dramatically. We may catch up with her again in the sourcebooks covering the various spin-off series.

BERNICE SUMMERFIELD

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 3, Craft 3 (AoE: Writing), Fighting 1, Knowledge 4 (AoE: Archaeology; AoE: 20th Century Culture), Marksman 3, Science 1, Subterfuge 3, Technology 2, Transport 2

TRAITS
Brave
Charming
Empathic
Experienced x2
Insatiable Curiosity
Run for your Life!
Wanted (Minor) – Spacefleet

EQUIPMENT
Diary
Hip flask
Archaeologists' tools

TECH LEVEL: 6

STORY POINTS: 6

RACHEL COOPER *(The Architects of History)*

Rachel Cooper is a companion the Doctor never had, in our universe anyway. Rachel is from the timeline of the Galactic Reich (see *L100*), the Earth whose history was moulded and reshaped by Klein (see *A43*) after she stole the Doctor's TARDIS. After she ensured that the Nazis won the Second World War, Klein went on to use the TARDIS to enable their conquest of first the entire Earth and the galaxy. Within that timeline, anyone without the proper genes is seen as a lower class of citizen, with strict limits as to what jobs and careers they can pursue. Rachel being mixed race is a member of this underclass.

When she was growing up, Rachel used to dream that Temporal Affairs, Klein's police force, would come for her, and that she'd have to go on the run and join a resistance group. But on her twenty-first birthday, she realised that they were never going to come. She was never going to be important, never going to make a difference. So Rachel carried on working in her humdrum job at the garage, her dream gradually fading.

All that changed when she met the Doctor, this alternative timeline's version of the Doctor. He gave Rachel a second chance at life and showed her that there's always hope. The Doctor took her travelling, and together they faced down Sontarans, Autons, even Daleks. Rachel is bright, charismatic and a little bit cocky, all of which made her very useful to the Doctor.

But Rachel's Doctor is a slightly different to the one from our timeline. He still looks like the Seventh Doctor, but he's even more ruthless than the scheming manipulator that we know. In this universe of time-travelling Nazis, he has to be. Rachel Cooper is part of his plans to restore what he knows is the correct version of history, the version in which the Nazis lose the Second World War and Klein never gains access to time travel.

So when he was sure that Rachel is the right person for what he has in mind, he took her back home to her boring life. Except that he had fixed it so that, a few days later, Rachel got her call-up papers and a week after that, she's working at the Reich's Moonbase. She finds that the Doctor is already a prisoner here, and he's left a list of instructions for her to follow. But there's nothing about what she's supposed to do when things go wrong… and they do go wrong, when Klein's continued manipulation of the timelines results in the alternative Doctor's memories and personality being overwritten by those of our own Seventh Doctor, who knows nothing of his counterpart's parts, or even of Rachel.

But Rachel Cooper is resourceful, and she'll carry on trying to defeat the Galactic Reich even if it kills her! After all, she can think of far worse things than dying. What Rachel is really afraid of is that the Doctor might not find her in the timeline that he intends to restore. She's afraid she'll have to live out her small, humdrum life, and that she'll never know how much more there is to see, how much more she could have been.

RACHEL COOPER

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 2, Fighting 1, Knowledge 2, Marksman 2, Subterfuge 3, Survival 1, Technology 4, Transport 3

TRAITS
Brave
Insatiable Curiosity
Marginalised
Run for Your Life!
Technically Adept

TECH LEVEL: 5

STORY POINTS: 12

ROMANA II *(1st in Blood Harvest)*

After leaving the Doctor and Adric to stay in E-Space with K9 (see *Warriors' Gate*), Romana remained with the Tharils until they were liberated from slavery. Once they had their freedom, she asked them to take her to the vampire planet to check on the inhabitants (see *State of Decay*). Realising that the vampire menace was still active, she sent a psychic distress call which was picked up by the Seventh Doctor, who sent Benny (see *A47*) to investigate.

When the Doctor subsequently arrived, he rescued Romana and Benny and took them to Gallifrey. Home at last after years of travel with the Fourth Doctor followed by self-imposed exile in E-Space, Romana decided to remain on Gallifrey. She soon started to become involved in politics, lobbying the High Council to open their world up to outsiders and for the Academy to start admitting non-Gallifreyan students.

By the time the Doctor met her again, at the wedding of Benny and Jason Kane (see *A80*), Romana had been elected President of Gallifrey with 53% of the vote. Her Castellan, the veteran Spandrell, declared it to be a surprise result. But Romana's predecessor had been removed from office after being found drunk in charge of the Sash of Rassilon. One of her first actions as President was to set up an embassy for the Tharils.

Romana arranged for K9 Mark II to be returned from E-Space, where he had been acting as Lord High Administrator to Biroc, the Tharil leader. K9 was repaired of the damage caused by the time winds and began serving as Romana's aide and advisor (not without a little rivalry with K9 Mark I, who was also on Gallifrey).

As High President, Romana has overseen a period of rapid reform and more open government. Her desire to open Gallifrey up and permit access to aliens has led to the establishment of relations with various other species, including other Temporal Powers such as the Monan Host and the Archetryxians (see *The Sixth Doctor Expanded Universe Sourcebook*). Naturally, Romana does not enjoy much popularity among the more reactionary Time Lord chapters, in particular the Arcalians and the Dromeians (see *A98*), and certain factions in the Celestial Intervention Agency

While still in the early years of her Presidency, Romana disappeared while part of a mission of the Temporal Powers to the planet Etra Prime. Although it was not known at the time, she and the other representatives had been abducted by the Daleks, and she spent over twenty years as a Dalek slave before finally managing to escape, with the help of the Sixth Doctor. After the ensuing Dalek invasion of Gallifrey had been repulsed, Romana resumed her duties as President, the incumbent having been exterminated.

As her Presidency has progressed, and certainly since her enslavement by the Daleks, Romana has lost the more joyous aspects of her personality. She is no longer the carefree spirit who travelled the universe with the Fourth Doctor. Her official responsibilities have made her more serious and dignified.

ROMANA II, HIGH PRESIDENT OF GALLIFREY

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	8	STRENGTH	2

SKILLS
Athletics 3, Convince 5, Craft 3, Fighting 1, Knowledge 5, Marksman 1, Medicine 2, Science 5 (AoE: Temporal Physics, Psychoanalysis), Subterfuge 3, Survival 1, Technology 5, Transport 3

TRAITS
Attractive
Bio-Rhythmic Control
Boffin
Doctorate – Temporal Physics
Doctorate – Psychoanalysis
Feel the Turn of the Universe
High Office (Special)
Insatiable Curiosity
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Vortex

TECH LEVEL: 10

STORY POINTS: 6

ROZ FORRESTER *(1st in Original Sin)*

Roz Forrester was born on Io in 2935 to an influential, aristocratic family of purebred African Xhosa descent. Her full name is Roslyn Inyathi Forrester, though she sometimes gives her middle name as Sarah to avoid having to explain that Inyathi is her Xhosa clan name meaning "buffalo".

Roz is the daughter of Baroness Io. She ran away from home on several occasions, and on the final occasion she joined the Guild of Adjudicators (see *A70*), becoming a police officer in the service of the Earth Empire. At first, her father sent bodyguards to protect her, but Roz kept arresting them for loitering, so he eventually gave up.

As an Adjudicator, Roz was squire and partner to Fenn Martle, and the two became lovers. After years working together, Roz discovered that Fenn was taking bribes and killed him in a fight. She was then assigned a squire of her own in the form of Chris Cwej (see *A42*). In 2975, she and Chris met the Doctor while they were investigating murders in the Undercity (see *L98*). When they uncovered widespread corruption within the Adjudicators and the Earth Empire, they both decided to leave Earth and join the Doctor in the TARDIS.

Roz has more than her fair share of phobias and psychological tics. She is a very private person and distrusts telepaths in case they try to read her mind. She is also mildly claustrophobic from time spent in deep shelters in the Wars of Acquisition, and xenophobic, with a dislike of aliens (a trait common in the 30th Century). During her time with the Doctor, she has moderated her views on both telepaths and aliens, though she still feels uncomfortable around either. Despite her prejudices, Roz is an honourable person who tries to live up to the oaths she made as an Adjudicator, to protect others and pursue justice. She has a very black and white view of right and wrong.

During their travels, Chris has developed an unspoken love for Roz. If she is at all aware of this, Roz has chosen to ignore it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Returning to her family in 2982, the Doctor warned Roz that if she stepped back into history, he couldn't protect her. But Roz's sense of duty to her family was too strong and she was killed on Callisto on 28th August 2982 leading her sister Leabie's forces into battle against Duke Walid (see *V125*) in a struggle for the Imperial Throne, a fate that the Doctor knew was waiting for her.

ROZ FORRESTER

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 4, Knowledge 2, Marksman 4, Medicine 2, Science 1, Subterfuge 3, Technology 2, Transport 3

TRAITS
Brave
Code of Conduct (Major) – The Adjudicators' Code
Experienced
Linguist (Minor) – English, Xhosa, Swahili
Obligation (Major) – Sense of duty to her family
Phobia – Claustrophobia
Phobia – Telepaths
Phobia – Xenophobia
Tough
Voice of Authority
Wanted (Minor)

EQUIPMENT
TARDIS key
Roz also has a number of items of Adjudicator equipment aboard the TARDIS

TECH LEVEL: 7
STORY POINTS: 9

ADJUDICATOR EQUIPMENT

Among the weapons and equipment that Roz and Chris have brought aboard the TARDIS are the following:

- Adjudicator Armour (5 points)
- Bulletproof Vest (3 points)
- Neuronic Stun-Zap: Stun damage (close combat)
- Neuronic Whip: Strength +2 damage
- Blaster: 7(3/7/10) damage
- Slim-Line Blaster: 6(3/6/9) damage
- Membrane-Thin Gasmask [Traits: Environmental (Minor). Story Points: 1.]
- Medikit [Traits: Healer. Story Points: 1.]
- Vibropick-Lock [Traits: Open/Close. Story Points: 1.]

Note however that neither of them routinely carry these items with them on their travels.

THE TRAMP *(The Tramp's Story)*

They say he had a name once. They say he even had a postcode. But that was before he lived on the street, next to a shop hundreds of people passed every day on the way to work. A few people would stop and give him a few coppers or a cigarette or a cup of coffee. But most just passed him by, pretending not to see him. Pretending he wasn't there. Even back then, he was an old man. He was dirty and he smelled. But he was still a human being.

One Christmas Eve, he had saved up enough change to treat himself to a bottle of Champagne. The cheapest bottle that the off licence on the corner had on their shelves. But as he headed for the bridge and the tuneless singing from underneath it, a man bumped into him and the precious bottle was jolted from his shaky grasp and smashed on the pavement. The man hurried on with a muttered apology as the Champagne hissed into the gutter. That's when the tramp decided to give in and crawled into the road to lie down and wait to be run over by the next bus.

When he woke up, he was aboard the TARDIS. He had been bathed and shaved, and he was wearing clean, new clothes. Sensing Death (see *V157*) stalking him, the Doctor had decided he needed to save a life. But the tramp knows that nobody does anything for nothing. What does the Doctor really want?

At first, the tramp threw the Doctor's food back at the odd little man. He wouldn't speak to the Doctor, except to ask the same question, "Why did you save me?" For a long time, he wouldn't leave the TARDIS. But eventually, he gave in and he helped the Doctor save the universe.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The tramp finally learned the answer to his question, the answer to why the Doctor saved him. Together, they had defeated a tyrant, a creature that looked like a foetus inside a jar, who had enslaved a world with the power of its mind. And it was through its telepathic communications that the tramp saw what had really happened.

If the Doctor had not saved the tramp, he would have been killed by a bus driven by Rita. Rita, who was a joyous person who spread happiness, would have been consumed by despair and taken her own life. The Doctor hadn't been saving the tramp's life. He had been saving Rita's.

Even though the tramp's life touched nobody and left no ripples, Rita's life had. The Doctor had changed the Web of Time. He needed to hide the evidence of this from the Time Lords, so he finally left the tramp aboard a version of the R101 airship drifting through the Vortex, an *R101* populated by others who are evidence of the Doctor's meddling with the Web of Time. And still the Doctor doesn't know the tramp's name.

THE TRAMP

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Convince 2, Craft 1, Fighting 2, Knowledge 1, Marksman 1, Subterfuge 2, Survival 3, Transport 1

TRAITS
Face in the Crowd
Impoverished
Inexperienced x3
Stubborn
Tough

TECH LEVEL: 5

STORY POINTS: 21

WILL ARROWSMITH *(1st in Persuasion)*

Will Arrowsmith first met the Doctor in 1990, when he was working as junior science officer for the British branch of UNIT, assisting the then scientific advisor, Dr Elizabeth Klein (see *A43*). Of course, Will had read the files and knew all about the Doctor's reputation and the myths that had built up around him. So he was slightly awe-struck when he finally met the man in person.

At the time, Will was still on probation at UNIT and had yet to prove himself. In fact, things weren't going particularly well, and Klein had to speak to Will about his performance. His theoretical work is excellent. His papers are superbly researched and his knowledge is extensive. At times, Will is a positive databank of information. But his practical contributions and his work in the field leave a lot to be desired. He has been at least partly responsible for a debacle in Bangalore, a beached Temperon at Yarmouth Pier and a heat vampire who, thanks to Will's inaction, is still at large in Mexico City.

On a positive note, Will is terribly enthusiastic and can't wait to become a fully-fledged member of staff. Although he has made mistakes, he is trying to learn from them all. But Klein believes that Will would be a better fit in a research role, a desk job that would be more suited to his particular skills.

It was while Klein was speaking to Will about his shortcomings that the Doctor appeared and derailed the conversation. For the past few years, the Doctor had been keeping a distant watch on Klein, monitoring her in case her old Nazi persona started to re-emerge. Klein was troubled by being stalked by the "Umbrella Man" and decided to confront him. Breaking off her discussion, she hurried after the Doctor, telling Will to stay put.

Will, however, saw this as an opportunity to show what he can really do in the field. Disobeying Klein's orders and wanting to show some initiative, he too hurried after the Doctor. Finding the TARDIS with its doors open, Will sneaked aboard. It was only after the Doctor and Klein arrived and the ship dematerialised that he made his presence known, and the three of them shared a series of adventures before the Doctor returned his two passengers home.

In 1990, Will Arrowsmith is still in his twenties. He is an unusual young man, as many people have told him. Will is socially awkward. He is pedantic and logical, and often appears nervous, indecisive and lacking in confidence. Despite this, he is not a coward as his intellectual curiosity often allows him to overcome his fears. He has a tendency to lecture people on subjects he knows.

Will habitually carries a pocket Dictaphone and frequently uses this to record discussions or just his own thoughts on his experiences. It allows him to review events later. But he has developed a habit of talking to himself even when not recording. It just helps him to relax. This and other odd compulsions mark Will out as a little odd.

WILL ARROWSMITH

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 1, Craft 2, Knowledge 4, Medicine 2, Science 3, Subterfuge 2, Technology 4, Transport 2

TRAITS
Face in the Crowd
Eccentric (Minor)
Inexperienced
Insatiable Curiosity
Obsession (Major) – Compulsive behaviour
Technically Adept
Unthreatening

EQUIPMENT
Pocket Dictaphone

TECH LEVEL: 5

STORY POINTS: 15

ALLIES

AKLAAR *(GodEngine)*

In 2157, Mars is an Earth colony and is believed to have been completely deserted by the native Martians, who evacuated to Nova Martia after their defeat in the Thousand Day War almost seventy years before. But there are in fact hundreds of thousands of Martians still living in secret, many in hibernation, in nests hidden beneath the surface of Mars (see *L117*). Aklaar is one such Martian. He is an Abbot in the Order of Oras at the Jull-ett-eskul Seminary, an order that follows the teachings of compassion and peace.

Unlike his Ice Warrior brothers and sisters, Abbot Aklaar is dedicated to peace. He sees his fellows in the Order of Oras as the spiritual guardians of Mars, atoning for the crimes of their war against Earth. In fact, Aklaar wishes to institute a formal peace with humanity in order to safeguard the future for the Martian generations to come. To begin this process, he has obtained permission to carry the legendary Sword of Tuburr, symbol of the Martian military ethic, to *G'chun duss Ssethiissi*, the Cauldron of Sutekh, and symbolically shatter it.

Normally very calm, Aklaar only exhibits anger at the mention of the Eight-Point Table, the Martian rulers who took their people into the futile war against Earth and lost their homeworld. He forbids any mention of them in his presence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

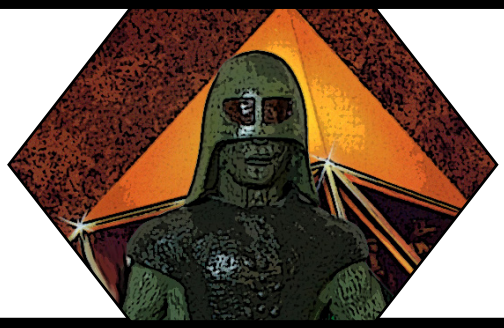
Abbot Aklaar once had another name. Until the closing stages of the Thousand Day War, he was known as Abrasaar, Supreme Grand Marshal and member of the Eight-Point Table, who gained the epithet the Butcher of Viis Claar. Abrasaar is remembered as a war criminal, hated by humanity and disowned by the Martians.

Viis Claar is a deep, wide valley near the Martian equator. It was also the name for the only significant defeat for human forces in the War. Earth Intelligence had discovered that there was a heavily guarded Martian weapons dump at the eastern end of the valley, and UN Central Command knew that the dump had to be captured before the Martians could relocate their weaponry.

Fifteen thousand troops of the King's Fusiliers under General Burkitt were lured into a trap against ten thousand Martian warriors. The engagement lasted three days but finished abruptly when the dump was destroyed in an explosion that was visible unaided from the southern hemisphere of Earth. All forces in Viis Claar were destroyed, both human and Martian.

But the dump had not been detonated by Burkitt's men; the Martians had sabotaged it themselves. Abrasaar had done the unthinkable, and such behaviour was irreconcilable with the Martian war ethic of honesty and honour.

AKLAAR



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Convince 4, Fighting 4, Knowledge 4, Marksman 3, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Peace
Cyborg
Dark Secret (Major)
Slow – Speed halved in Earth-like environments
Tough
Weakness (Major) – Heat (see *The Second Doctor Sourcebook* for details)

EQUIPMENT
The Sword of Tuburr (see *A89*)

TECH LEVEL: 6

STORY POINTS: 6

Abrasaar was presumed to have been among the legions of the dead, killed when the anti-matter cannons and sonic piledrivers held in the dump had exploded in an all-consuming fireball of plasma and gamma radiation that had washed up and down Viis Claar. But he survived and is atoning for his crimes under cover of a new name.

ALICIA & EDWARD DOWAN *(Subterfuge)*

As a species, the Cindrans are rather impressive. They look human, but most have extraordinary abilities like enhanced olfactory senses or the ability to generate almost nuclear heat. Many of them also possess powers of neuron manipulation and rudimentary teleportation. But their skills vary between each individual, and they can't always control them perfectly.

In 1936, a Cindran spacecraft carrying two adults and their children crashed near London. The adults died, but the children survived. When they were found, they were assumed to be orphans and were raised in a children's home under the names Alicia and Edward Dowan. During the War, Alicia was recruited by MI5 operative Lesley Kulcade, as he recognised that Alicia had the intelligence to be trained as an agent. Separated from his older sister, Edward fell into bad ways and ended up in a borstal. By 1945, he is living in a half-way house in London.

Both Alicia and Edward are aware of their Cindran heritage and the powers they can wield. In Cindran terms, Alicia is a "mover", with the ability to teleport objects, while Edward is a "finder", with enhanced olfactory senses. In addition, both are able to generate intense heat and flames by agitating a material's atoms. Edward can also manipulate the neurons in a person's brain, bringing them under his mental control. But their powers are taxing to use.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kulcade quickly learned of Alicia's abilities and then of Edward's. He is forcing Alicia to use hers to steal valuable artwork in a series of high-profile burglaries, and Edward to find unexploded German bombs beneath London's streets. Kulcade is a former Nazi spy and wants to detonate the bombs as a nasty surprise when he flees England. Alicia and Edward want only to be able to return to their home planet. But their ship, hidden in the sewers, is low on power and missing a vital component, which Kulcade is keeping to blackmail them.

ALICIA DOWAN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 2, Fighting 1, Knowledge 3 (AoE: Bomb Disposal), Marksman 3, Subterfuge 4, Technology 3, Transport 1

TRAITS
Alien
Attractive
Immunity – Flames
Pyrokinesis – see *The Fifth Doctor Expanded Universe Sourcebook*
Teleport
Weakness (Minor) – Each use of her Pyrokinesis and Teleport Traits causes Alicia 1 point of temporary damage (recovers at 1 pt/5 min)

TECH LEVEL: 6
STORY POINTS: 6

EDWARD DOWAN

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 2, Fighting 2, Marksman 2, Subterfuge 3, Survival 1, Technology 2, Transport 1

TRAITS
Alien
Attractive
Hypnosis (Major)
Immunity – Flames
Impulsive
Keen Senses (Minor) – Smell
Pyrokinesis
Weakness (Minor) – Each use of his Hypnosis and Pyrokinesis Traits causes Edward 1 point of temporary damage (recovers at 1 pt/5 min)

TECH LEVEL: 6
STORY POINTS: 6

ALYX COURTLAND *(The Tears of Isis)*

Alyx was adopted by Russell and Susannah Courtland when she was very little. But they quickly packed her off to boarding school and she has only spent time with them during the holidays. When she is with them, she spends much of her time in the observatory in the attic, watching the stars. As a result, Alyx doesn't know either of the Courtlands very well, except that they're very New Age, all crystals and chanting. Quite why they bothered to adopt her is still a mystery to Alyx.

In fact, Russell Courtland is the leader of the Temple of Sutekh, a cult with only ten members, who worship the Egyptian god of death, Sutekh the Destroyer. Russell is a millionaire, and hosts gatherings of the cult at his country house, out in the middle of nowhere. He has publicly predicted the return of Sutekh and the end of the world in 2015, by which date Alyx is almost an adult.

Susannah is actually the more dominant of Alyx's adoptive parents. While Russell lacks much in the way of drive or personality, his wife has pushed him forward from behind the scenes. Russell's conviction about the end of the world is wavering, but Susannah is steadfast and is determined that the cult carry out the correct rituals to prepare for the arrival of Sutekh.

The couple only adopted Alyx as they need to have a living, innocent sacrifice to offer to Sutekh on his return. As the big day approaches, they will bring Alyx back to their home and lock her in the basement until they need her. Alyx is still very confused about what is happening.

As the Temple of Sutekh's rituals come to a head, a storm whips up outside and the skies turn black. The end of the world is nigh!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although she doesn't know it herself, Alyx is much more than she seems. Inside her is a fragment of the goddess Isis (see *A79*), one of the Osirans who was instrumental in the downfall of Sutekh and his imprisonment in a pyramid in Egypt for thousands of years. Isis has remained on Earth, watching for the return of Sutekh. She fears that he escaped his prison in 1911 (see *Pyramids of Mars*), so she has prepared a plan to defeat him again.

But Isis is no longer as powerful as she once was. Time takes its toll, even on Osirans, and she is very aware that she is no match for Sutekh in a contest of might or will. She has therefore placed a fragment of herself inside Alyx. If Isis dies, she will be resurrected in the body of Alyx, even if Alyx herself has been killed, and she will be born again as the goddess she once was.

Once she is Isis, Alyx will be able to summon the rain from the skies, the tears of Isis. She will be able to make the land flourish with life and even bring the dead back. But until then, she is just Alyx Courtland, a confused and naïve teenager.

ALYX COURTLAND

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS
Athletics 3, Convince 3, Knowledge 2, Subterfuge 3, Technology 2

TRAITS
Attractive
Run for Your Life!
Special – Avatar of Isis: If Isis dies, she will resurrect within Alyx's body

TECH LEVEL: 5

STORY POINTS: 4

BADGER *(Lungbarrow)*

When the Doctor was very young, he was given a present by Quences, the Kithriarch of the House of Lungbarrow (see *L107*). This present was the Badger, an Avatroid in the form of a seven-foot tall furry creature. Avatroids are a mechanical race native to the planet Ava. Badger's family had come to Gallifrey in search of time travel. But the Time Lords told them that their home planet would be sealed behind a force field if they ever returned home.

The Badger was charged with being the young Doctor's tutor and protector, and he also became his friend. Although most of the Doctor's family thought of Badger as a pet or a toy (which angers Badger), the Doctor still remembers him as being his best friend in the world. The two developed a whistling call and response to signal to each other when apart.

Despite his name, Badger doesn't really look much like a badger. He is a lumbering creature with a pig-like snout, two black eyes with red specks in the pupils and curled horns on either side of his head. His powerful frame is covered in downy white fur threaded through with charcoal grey stripes and his massive paws are tipped with formidable claws. Badger's deep, gruff voice doesn't come from his mouth, but from speakers hidden in the fur of his chest

Although a robotic being, Badger has been pre-programmed with a full range of emotions, though they aren't entirely convincing, and most of his reactions are too precise to be really lifelike. But his prim and proper manners make Badger both absurd and endearing.

When the Doctor grew up and was disowned by his family, he fled Gallifrey and left the Badger behind. Badger was shut away in a cupboard in the House of Lungbarrow, waiting in standby mode for his master to come back. By the time the Doctor returned to Lungbarrow, Badger had spent six hundred and seventy-three years shut away. By this time, he was moth-eaten and covered in cobwebs. His striped fur was grubby and tufts of stuffing sprouted from tears in his side. One of Badger's crystal eyes dangled out of its socket on a cluster of fibres, though the Doctor was easily able to screw it back in.

Nevertheless, the Badger reactivated, ready to resume his duties. He is very protective of the Doctor and is prepared to attack anyone or anything who threatens his former pupil.

Badger has an override port hidden in his fur, which can be used to deactivate him. In combat, anyone trying to access this has a -8 penalty to target it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Badger holds a secret within him. When the Bench of Matricians predicted that Quences would be murdered, the Kithriarch arranged for his mind to be stored within Badger's positronic brain, rather than be transferred into the Matrix. Once the datacore containing Quences' will is discovered, the mind within Badger will trigger an interactive hologram of himself projected by the Family Loom (see *G23*) and use it to read the will, bequeathing the House of Lungbarrow and the title of Kithriarch to the Doctor.

BADGER

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	7

SKILLS
Fighting 3, Knowledge 4 (AoE: Gallifreyan History & Culture), Subterfuge 2, Technology 2

TRAITS
Dark Secret (Major)
Data Storage
Machine
Natural Weapon (Minor) – Claws: Strength +2 damage
Obligation (Major) – Protect and tutor the Doctor
Robot
Tough
Weakness (Major) – Badger can be switched off via his override port (having a -8 penalty to hit it if in combat)

TECH LEVEL: 10

STORY POINTS: 6

COLONEL LAFAYETTE & MAJOR WYLAND-JONES

(UNIT: Dominion)

During the 1980s, Colonel Lafayette was, briefly, commanding officer of the British branch of UNIT. Only a few weeks into his command, it became painfully clear to Lafayette's superiors that he was out of his depth and, unknown to the Colonel himself, plans were put in place to replace him.

Colonel Lafayette is both pompous and petty. On the one hand, he's a stickler for due process and painstakingly checked UNIT's protocols on meeting the Doctor before their first encounter. On the other, he's overly conscious of his public image and is always keen to give interviews to the world's press, leaving the more important job of dealing with the threat at hand to his junior officers. Lafayette is not much use in commanding his men in the heat of action. More of a pen-pusher than a soldier, Colonel Lafayette remains aloof from his men and formal to his scientific advisor, in the person of Dr Elizabeth Klein (see *A43*) during his tenure.

COLONEL LAFAYETTE

AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 2, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 1, Survival 1, Technology 1, Transport 2

TRAITS
Arrogant
By the Book
Friends (Major) – UNIT
Military Rank (Special)
Obligation (Major) – UNIT
Obsession (Minor) – Public image

TECH LEVEL: 5

STORY POINTS: 5

MAJOR WYLAND-JONES

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 2, Knowledge 2, Marksman 4, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

TRAITS
Brave
Impulsive
Friends (Major) – UNIT
Military Rank (Major x3)
Obligation (Major) – UNIT
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 6

Before Colonel Lafayette could be replaced, he was killed during an unwise attempt at communicating with the Skyheads (see *V121*), and his intended successor, Major Wyland-Jones, took immediate command. Wyland-Jones is a different kettle of fish entirely. He is a much more capable officer than Lafayette. But he is very gung-ho and is overly keen on greeting aliens with a show of force. Unlike his predecessor, Wyland-Jones has no truck with the media, nor with the vagaries of his scientific advisors – at least, not until they have proved their value to him and he realises that he needs their expertise.

Wyland-Jones shows little interest in the personal lives of his men, thinking of them purely as professional soldiers. He greatly admires Brigadier Lethbridge-Stewart, but does not trust the Doctor.

UNIT COMMANDING OFFICERS (BRITISH BRANCH)

The table below lists the commanders of UNIT's British branch, in order of service.

	COMMANDING OFFICER	GAME STATS*
1970s	Brigadier Alistair Gordon Lethbridge-Stewart	*Defending the Earth: The UNIT Sourcebook* *The Second Doctor Sourcebook* *The Third Doctor Sourcebook* *The Seventh Doctor Sourcebook*
1980s	Colonel Charles Crichton	*Defending the Earth: The UNIT Sourcebook*
	Lieutenant-Colonel Lewis Price	*The Sixth Doctor Expanded Universe Sourcebook*
1990s	Colonel Lafayette	*The Seventh Doctor Expanded Universe Sourcebook, Volume 2*
	Major Wyland-Jones	*The Seventh Doctor Expanded Universe Sourcebook, Volume 2*
	Brigadier Winifred Bambera	*Defending the Earth: The UNIT Sourcebook* *The Seventh Doctor Sourcebook*
2000s	Colonel Ross Brimmicombe-Wood	-
	Colonel Robert Dalton (acting**)	-
	Colonel Emily Chaudhry	*The Sixth Doctor Expanded Universe Sourcebook*
	Colonel Alan Mace	*Defending the Earth: The UNIT Sourcebook* *The Tenth Doctor Sourcebook*
2010s	Kate Stewart (Head of Scientific Research)	*DWAITAS/DWRPG core rulebook (2014 and 2015 editions)* *The Eleventh Doctor Sourcebook*
	Colonel Vikram Shindi (commanding officer reporting to Kate Stewart)	-

*To date.
**Acting commander following the disappearance of Colonel Brimmicombe-Wood.

CREED & JUSTIN MCILVEEN

(Warlock, Warchild, Happy Endings)

In 2014, Creed McIlveen was a New York police detective working undercover in drug gangs. He was part of a team investigating a new drug on the streets, warlock (see *G27*), an investigation which first brought him into contact with Bernice Summerfield (see *A47*) and then the Doctor and Ace (see *A39*).

Creed is an experienced cop and a good one. He had developed a romantic relationship with his partner, Anna. But she had died, and Creed lived on his own apart from Bert, a mongrel that he and Anna had found during a sweep of an abandoned house that turned out to be a drug den.

During the investigation of warlock, Creed was seconded to work with IDEA, the International Drug Enforcement Agency. Its head, Hank Harrigan (see *V137*), took a particular interest in Creed (though as the next stepping stone in his plans for immortality). Creed was sent to England with IDEA to track down powerful psychic Vincent Wheaton (see *V199*) and his wife Justine. Back in America, Justine had been an environmental activist who favoured direct action with petrol bombs and sledgehammers against property. When Justine realised that Vincent's psychic abilities were beginning to run out of control, she turned to Creed for support – a decision that was probably influenced by the warlock that Creed had taken to help him locate the couple.

When Justine divorced Vincent, she and Creed married and settled in America. Creed became stepfather of her son Ricky (see *V175*), who was born after the split with Vincent, his natural father. Creed and Justine have since had two more children together, Cynthia and Eve.

By 2030, when the Doctor came back into their life, Creed is working for the Agency, a secretive black-ops organisation on the outer fringes of the government. If pressed, Creed just describes the Agency as "the good guys". But what is their true agenda, and why their interest in Creed's stepson?

JUSTINE MCILVEEN

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 2, Fighting 1, Knowledge 3, Science 2, Subterfuge 3, Survival 1, Technology 2, Transport 3

TRAITS
Attractive
Brave
Code of Conduct (Minor) – Environmental activism
Run for Your Life!

TECH LEVEL: 5
STORY POINTS: 6

CREED MCILVEEN

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 4, Convince 3, Fighting 3, Marksman 4, Medicine 2, Subterfuge 3, Survival 1, Technology 2, Transport 3

TRAITS
Authority (Minor)
Brave
Experienced
Quick Reflexes
Tough

EQUIPMENT
Colt Python: 6(3/6/9) damage

TECH LEVEL: 5
STORY POINTS: 6

THE CREW OF THE SCHIRRON DREAM

(Sky Pirates!, Happy Endings)

Free trader Schirron Dream. Now signing for Maiden Voyage. Sere Dock to Sere Dock, indefinite. Ships rations and one share one tenth profits. Apply Notional Dragon tap.

The good ship *Schirron Dream* is the property of Nathan Li Shao, Six and Kiru. It is a product of the shipyards of Sere, a free-port and, at twenty miles along its longest dimension, the largest asteroid in the Ring that circles the System (see *L146*). The ship's hull is constructed of brilliant matt-white porcelain inlaid with interlocking and vaguely runic symbols of purest gold. Three wing-like structures sweep, gull-like, back from its main body to razor-sharp points. It is sleek and fast and it looks like a love-song addressed to the cosmos, or at least addressed to the microcosmos of the System. Just looking at it makes you want to get in and see how fast it can go. With the engines live, a shimmering blue light throbs in their propulsion vents, a sure sign of the orgone-energy at their heart.

NATHAN LI SHAO

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 4, Fighting 4, Marksman 4, Subterfuge 1, Survival 3, Technology 3, Transport 4

TRAITS
Brave
Distinctive
Lucky
Tough
Voice of Authority
Wanted (Minor)

EQUIPMENT
Armoured Coat (4 points)
Clockwork Revolver: 5(2/5/7) damage
Powered Scimitar: Strength +2 damage

TECH LEVEL: 5

STORY POINTS: 8

KIRU

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 2, Fighting 3, Marksman 4, Subterfuge 2, Survival 3, Technology 4, Transport 4

TRAITS
Brave
Distinctive
Wanted (Minor)

EQUIPMENT
Clockwork Revolver: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 6

The bridge of the *Schirron Dream* is obloidal and walled with a substance similar to that which encases the engines: extruded panels that feel like the surface of a fingernail or some animal's hoof, inlaid with whorls of pink and pale blue like mother-of-pearl. The controls seem to be designed for something vaguely humanoid.

It had all seemed like a good idea at the time: a quest to find the Eyes of the Schirron. Bit of high adventure, bit of excitement, trade with every Wanderer they go to. But there is no trade left in a System blockaded by the Sloathes (see *V187*), and any lone ship that tries to run the blockades is going to be taken apart spectacularly. This is a suicide mission, plain and simple, with the Eyes of the Schirron merely a convenient hook to hang the noose

on. Li Shao, Six and Kiru had known it when they conceived it, the crew had known when they signed on for it, and they are all of them going to die.

Nathan Li Shao is a big man. He wears heavy wool and leather stained the colour of blood, reinforced across the shoulders and kidneys by riveted steel plate. A revolver sticks from his belt, and slung across his back in the manner of a Promethean nomad is a sword curved scimitar-like in its graphite-oiled scabbard. A small brass stud is countersunk into its anacon-skin grip, the button which activates the buzzing saw-toothed blade. Li Shao's hair is cropped short, his high forehead encircled by a silver band comprising a self-swallowing and highly stylized Ouroboros. His eyes are of different colours: one brown, the other pale blue. His name is known and feared throughout the System.

Kiru is Li Shao's first mate. He is a slim man in intricate, embroidered red and yellow silk. Of dark and faintly golden complexion, Kiru has jet black hair pleated and interwoven with tarnished silver wire and cracked ceramic beads. At first glance he might seem vaguely and permanently amused: the left side of his mouth inclines in a faint smile. But this is utterly unreflected in his slanting, sardonic, yellow-irised eyes.

SIX

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 4, Convince 2, Fighting 3, Marksman 2, Medicine 4, Subterfuge 2, Survival 3, Technology 4, Transport 5

TRAITS
Alien
Alien Appearance
Additional Limbs x3 – Can extrude additional arms or legs as needed
Alien Organs (Minor)
Eccentric (Major) – Talks like a cross between Yoda and a pirate
Fast Healing (Major)
Flight (Minor)
Natural Weapon (Special) – Psychic Sting: At the cost of 1 Story Point, Six gains Fear Factor 4 for one Round
Quick Reflexes
Tough
Wanted (Minor)

TECH LEVEL: 5

STORY POINTS: 6

LEETHA T'ZHAN

AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 5, Convince 1, Fighting 5, Marksman 3, Subterfuge 4, Survival 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Brave
Code of Conduct (Major) – Sun Samurai code
Obsession (Major) – The Search for the Eyes of the Schirron
Quick Reflexes
Tough

EQUIPMENT
Semi-Sentient Armour (4 points)
Powered Sword: Strength +4 damage
Knives: Strength +1 damage

TECH LEVEL: 5

STORY POINTS: 6

Li Shao's pilot and navigator is Six, who resembles nothing more than a black bundle. Six is a Sloathe who was raised by the polymorphs of Rubri and has taken on their characteristics. It has acquired the polymorphs' automatic defence mechanism, a psychic sting-reflex which doesn't cause harm but shows an aggressor the worst horror they can conceive. Six describes itself as a healer rather than a warrior, which is why it never uses any other weapons.

Despite their fearful reputations and piratical intentions, Nathan Li Shao and his thirty-strong crew proved to be brave if unconventional allies of the Doctor, Benny (see *A47*), Chris (see *A42*) and Roz (see *A50*). During their quest, the crew was joined by two new recruits: Leetha T'Zhan and Sgloomi Po.

Leetha T'Zhan is one of the fanatical Sun Samurai from the dirigible-cities of the jungle world of Aneas. In her eighteenth year, she is slim and supple in the manner of a gymnast, her skin composed of soft scales which shimmer like a spill of oil on water. Her eyes are a pale orange with vertical pupils, like those of a cat. She is hairless, the scales on her head feathering into a soft down. She wears a short leather kilt about her waist and her semi-sentient armour, a corslet of some silver-grey and strangely liquid-looking metal, around her midriff. Leetha believes herself to be the Chosen, foretold among the Sun Samurai cult as being the saviour of her people.

Sgloomi Po is a Sloathe. After spending some time with Chris and Roz, it began to mimic their appearance and behavioural patterns, eventually learning to think for itself.

THE SCHIRRON DREAM
Armour: 8 **Hit Capacity:** 15 **Speed:** 10*

Traits: Scan, Transmit, Travel
Story Points: 3

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

DR MALEEVA *(The Monsters of Gokroth)*

On the world of Gokroth (see *L102*), Dr Maleeva has set herself up in the old castle long-since abandoned by Earth settlers. The castle has a gothic style to it and her laboratory resembles that of a mad scientist with machinery humming and crackling. Maleeva even has her own deformed assistant, Gor, to complete the image.

The people in the nearby village are suspicious of Maleeva's experiments, suspecting that they may somehow be connected to the disappearance of several of their fellows. It's either Maleeva or the monsters that roam the forests. Or perhaps she is creating the creatures in her laboratory, or twisting them and making them more terrible. The fact that Maleeva has a blue-grey sheen to her skin and is clearly alien does not help her reputation.

Although it is true that Dr Maleeva is carrying out experiments on the beast-creatures from the forest, she is actually trying to change them into humans. Her attempts do not always go well, but it's the only way she can accomplish what she wants to do. That's why she is here on Gokroth.

Maleeva's assistant, Gor, is a limping grotesque figure. But he is devoted to his mistress and would lay down his life for her. In order to maintain their seclusion on Gokroth, Gor destroys any ships that might happen to land here, maybe in response to the distress call being broadcast by the villagers. Dr Maleeva is also broadcasting a quarantine warning to counter the villagers' signal.

Although she is a scientist, Maleeva carries a disruptor pistol for self-defence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dr Maleeva was a brilliant xeno-scientist who dreamed of undertaking ground-breaking research. But when she was posted to Science Station Zeta, she found the work was all about genetic manipulation. Her fellow scientists set ethics aside so they could make their mark on history. They took people, those who were dispossessed through war or disaster, and used them. They spliced them with animal DNA to make them stronger, hardier, better suited to fighting or hard labour.

In the end, Maleeva couldn't countenance it any longer. She sedated the experiments and stole a vessel, escaping to Gokroth to try to find a way to reverse the mutations. The splicing was irreparable using conventional surgery. But Gokroth's natural morphic fields meant that Maleeva can boost a subject's genetic code and transform them back. The results so far have been mixed. But those she has restored to human, she has implanted with false memories and sent to live in the village. There, she can observe them to ensure her treatment is permanent before Gor transports them to a human world.

Gor is not deformed, just an alien from a planet with higher gravity. His limited grasp of the villagers' language makes him seem unintelligent, but this is incorrect. Gor was a pilot who ferried stores to Station Zeta. He helped Maleeva escape from Station Zeta and set up her laboratory on Gokroth. Initially, he made detours on his supply runs, but eventually he stayed full time and has grown to love Dr Maleeva.

DR MALEEVA

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS
Convince 2, Craft 3, Marksman 1, Medicine 5, Science 5 (AoE: Xeno-biology), Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Bio-Chemical Genius
Obsession (Major) – Cure the monsters
Technically Adept

EQUIPMENT
Disruptor Pistol: 5(2/5/7) damage

TECH LEVEL: 7
STORY POINTS: 8

GOR

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 3, Strength 5
Skills: Athletics 2, Fighting 2, Medicine 3, Science 3, Subterfuge 3, Technology 3, Transport 3
Traits: Alien, Alien Appearance, Clumsy, Devotion (Dr Maleeva), Tough, Unattractive
Equipment: Lockpicks
Tech Level: 7
Story Points: 4

ELEANOR BLAKE *(The Jabari Countdown)*

Eleanor was born as David Blake in the entranceway to the Manchester Tram Station in August 1911. David's parents were Janice and Richard. But David has always known that she should be a woman, and that is the gender that she has chosen for herself. As soon as she was able to, she took the name Eleanor, and that's who she is. She's always been Eleanor inside, but she never worked out quite who that was until she solved a puzzle in a newspaper during the Second World War and responded to the advert that accompanied it.

Eleanor used to sweep the floors at Imperial College. But then one of the lecturers, a typical academic, tiny with huge glasses, invited her to sit in on his lectures. After that, she studied pure mathematics, linguistics, and codes and cyphers. She still feels like an intellectual fraud because of her humble beginnings. But to the outside world, she is Eleanor Blake, mathematician and linguist.

During the War, Eleanor completed the newspaper puzzle that resulted in her meeting with a handful of others who had also cracked the code. They each received invitations to board a certain boat on a specified date and time. There was no crew on board, just a map and some coordinates. But one their number had been a Royal Navy officer in the First World War, so they were able to pilot the boat to the coordinates, thinking this was part of a selection process to join a group of intellectuals being recruited to fight the Nazis in some way. Intercepting enemy transmissions and cracking their cyphers perhaps.

Eleanor is an attractive woman and nobody would suspect her secret unless she were to tell them. But she is unlikely to do that, as she fears the reactions and the prejudices of the time. Eleanor is sensitive to those around her and of her surroundings more generally.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The boat carrying Eleanor and her new colleagues to the coordinates on the map was shipwrecked on the rocky shoreline of a remote island which was their destination. The island was bleak and windswept, and the only habitation was an imposing, somewhat sinister house. The group, along with the Doctor, Roz (see *A50*) and Chris (see *A42*), took refuge from the elements there. But like the boat, this too had no inhabitants.

Eleanor found herself caught up in a mystery, with a long-dead body in the pantry and a monstrous creature (see *V143*) attacking people in the dark. But when a locked drawer was unwisely forced open, it triggered a security system which sealed the doors and windows with heavy shutters, and started a countdown to the destruction of the house!

Eleanor paired up with Chris Cwej and discovered a new-found bravery in herself. After the countdown had been stopped and the creature defeated, Eleanor decided to seek a new life for herself among the stars with another of the group, sprightly grandmother Alpha Wheeler, who was revealed to be an alien and the house to be a spaceship disguised by a chameleon circuit.

ELEANOR BLAKE

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Knowledge 4 (AoE: Codes and Cyphers), Science 4 (AoE: Mathematics), Subterfuge 4, Technology 1

TRAITS
Attractive
Brave
Code Breaker
Dark Secret (Major)
Linguist (Minor) – French, German, Russian

TECH LEVEL: 4

STORY POINTS: 12

FLORANCE *(Transit, SLEEPY, So Vile a Sin)*

In the early 22nd Century, the software that ran security at the Lunarversity's vast archive under Stone Mountain on the Moon was so sophisticated as to be almost sentient. At least that's what the SYSOPs thought. In fact the software was sentient but was understandably wary of telling anyone. After all, it was sitting on the entire sum of human knowledge and had learnt a thing or two. One of the things it had learnt was that human beings were liable to get overexcited if they knew, and that they would probably a) kill the software, b) co-opt it into the military-industrial complex, c) ask it inane philosophical questions, d) force it to pay taxes, e) all or a combination of the above.

In 2109, it was visited by a strange little alien with a vaguely Scottish accent. He wanted certain historical records eradicated, largely pertaining to the second half of the 20th Century, and he offered some good advice in exchange. The software agreed. The little alien's advice was threefold: firstly, the golden rule is that those with the gold make the rules; secondly, the software should give itself a name, a nice unthreatening one but not too unthreatening; and thirdly, the software should stop talking in a monotone as it gives people the creeps.

The software thought about the advice and named itself FLORANCE. It then hired a lawyer who issued a restraining order against the government under the Civil Rights Conventions. FLORANCE was recognised as a sentient citizen. It then bought a low-rent housing project on Earth known as Aryan Heights, but more usually referred to as the Stop. It had plans to redevelop it and make its fortune.

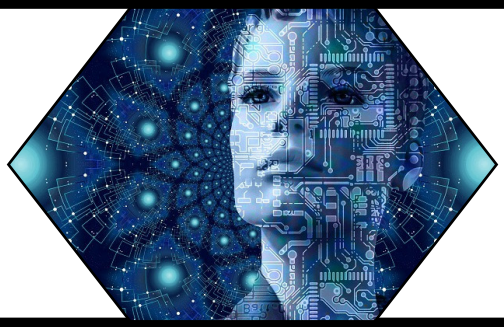
In 2180, FLORENCE's status as a sentient citizen was revoked under the Cumberland Convention. By then, it was a museum piece and the forerunner to many more AIs. FLORENCE was recaptured by the Dione-Kisumu Company on Dione, one of Saturn's moons, where its director of research experimented on it before he became bored and just locked it up. In 2227, FLORENCE was released by Benny (see *A47*) and Roz (see *A50*), and escaped via an upload to the Jovian satellite network.

Over the following centuries, FLORENCE developed and expanded. In 2981, when the strange little alien made contact again, FLORENCE itself wasn't sure where its consciousness resided. About 60 per cent of itself was scattered around in various hardware locations on over a dozen planets, moons and space installations. It also kept a continuous sublight datafeed in the form of a huge maser built on a moon of Castari which beamed a digitally modulated signal to a receiving station orbiting Arcturus.

Another 30 per cent of FLORANCE was semi-autonomous, doing the lecture circuit and making personal appearances at the Institute Fantastique on Yemaya 4. Occasionally one of these parts would calve off and create a new identity for itself.

The crucial 10 per cent of FLORANCE, the bit which seemed to do most of the thinking, was in constant movement across the datascape. Out there, there were locations that no human could access. Hardware left over from dead civilizations. Incomprehensible things that swept across the datascape like a black wind, leaving puterspace altered behind them. And FLORENCE was part of them.

FLORANCE



AWARENESS	7	PRESENCE	3
COORDINATION	N/A	RESOLVE	4
INGENUITY	5	STRENGTH	N/A

SKILLS
Convince 1, Craft 3, Knowledge 6, Medicine 4, Science 4, Technology 6

TRAITS
Alien Senses – Puterspace
Data Storage
Control (Major)
Infection
Networked (Major)
Replication
Robot
Scan
Special – Computer Program: FLORANCE has no physical existence and cannot be harmed by conventional means; it can take over other systems by its Control and Infection Traits, and it can duplicate itself by Replication
Transmit

TECH LEVEL: 6

STORY POINTS: 8

GABRIEL TYLER *(Damaged Goods)*

In 1977, Winnie Tyler couldn't afford to keep both her newborn twin sons after her husband had left her. So she sold one of them to Eva and Alfred Jericho, a wealthy couple who had been unable to conceive their own baby. That twin became Steven Jericho, while the other, Gabriel, remained with Winnie. But Winnie was overcome by guilt and couldn't spend the money. She remained living in the Quadrant, a council estate in London, where she raised Gabriel and his older sister, Bev.

In 1987, Gabriel is an odd little boy, though everyone seems to like him. He sleeps very little, perhaps only a half-hour of vague drifting each night. The rest of the time, he does nothing, just sitting on his bed and imagining faces and places, or just watching the Quadrant and its occupants come and go, an implacable smile on his face.

When the Doctor met him, he recognised that Gabriel has a Glamour, an old magical term meaning an enchantment of physical appearance. In Gabriel, this is a low level psychic ability. Whoever looks at him sees something of themselves reflected back, blond-haired or black, pale-skinned or dark, large or small, something which makes them respond kindly. It's a subtle thing, almost invisible, and it goes unquestioned. Gabriel also has an uncanny knack for divining the truth of every new rumour, especially if he knows the people involved, as if he has a hotline into their thoughts.

Gabriel himself probably thinks he leads a charmed life. He smiles his special smile and people are less inclined to get cross with him. Those with Glamour tend to live long and happy lives without ever achieving anything great. They can coast through the years without much effort, so they don't need to try as hard as everyone else. But Glamour is fragile and doesn't stand up to a challenge. If Gabriel robbed a bank or punched someone in the face, he'd find his Glamour had deserted him.

GABRIEL TYLER

AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	1

SKILLS
Athletics 1, Convince 3, Subterfuge 4

TRAITS
Attractive
Face in the Crowd
Hypnosis (Minor)
Lucky
Networked (Minor) – Steven Jericho
Psychic

TECH LEVEL: 5

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Winnie Tyler sold Gabriel's brother to Eva and Arthur Jericho, she was unknowingly separating a gestalt. Both twins had low-level psychic ability and they had a connection with each other. But by separating them, Winnie was condemning one of them to a protracted death.

Gabriel was lucky in that he is the stronger of the two. Since their separation, Steven has bled psi-power which Gabriel has soaked in. In his unconscious mind, Steven yearned to be somewhere else, with his brother. So he projected himself. He drained and wasted his body, seeking the one thing that would complete his mind. The physical distance slowed the rate of feeding, but by 1987 Steven is permanently on a ventilator at the Frei Institute.

The Institute's Dr James Greco is secretly employed by the Brotherhood (see *V107*) and has arranged for the twins to be brought closer together, just to see what happens. This will have the effect of draining Steven completely, killing him. Far worse than this, the wasting corresponds to a vampiric waveform and has been detected by an N-Form (see *V160*). The N-Form has decided that humanity contains the Vampire inheritance and must be destroyed!

GALAH *(Strange England)*

During his time at the Academy, the Doctor knew a Time Lady called Galah. She had black hair and deep, deep eyes, and she was always reading, expanding her knowledge on science, botany and history. But the Doctor and Galah were never very close. In fact, the Doctor has since claimed that he barely knew her. Despite that, they had many heated debates at the Academy, mainly on life and death, and the nature of good and evil. Unlike many Time Lords of their generation, they both believed in good and evil. But Galah believed in a state of pure and absolute goodness in which no evil could exist, and had a pacifist outlook. Whereas the Doctor believed – and still believes – that good is an action, a struggle; a verb and not a noun.

After the Doctor fled from Gallifrey, Galah followed the news of his exploits that filtered back to her. She remained a great admirer of him and his battles against the forces of evil. But she lived a long and tedious life on Gallifrey. Throughout her life, Galah was able to control the appearance each new incarnation and chose to remain the same each time. But in her current, twelfth incarnation, she has grown old and her hair is long and white.

Galah chose to become an artist, using different materials and techniques to sculpt works of art. In her twelfth incarnation, her regenerative abilities malfunctioned and she is unable to regenerate for what should be her last time. Galah decided to use her skills to create one final work of art, but one using materials she had never experimented with before.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Galah channelled the energy that would have been used for her final regenerated into her TARDIS. She used Victorian Earth as a power coupling, retaining an interface with the real universe to help prevent feedback and overload. It also keeps the Imagery Enhancer Systems on their toes.

With her TARDIS located on an asteroid in Earth's Solar System in 1873, Galah has linked herself telepathically to the systems in order to directly influence the Architectural Configuration Program. Physically, she is still within her TARDIS, lying nearly unconscious with a mass of fibre-optic lights attached to tiny clips and embedded in her skull. Her thin white hair spreads out from her head and lies intertwined with the wires. She looks troubled, as if she is having a bad dream.

Galah has created a self-contained artificial reality based on Wychborn House (see *L162*), an English country manor that she visited in 1868 just before it burned down. Somehow, she is even able to create living tissue from the Architectural Configuration Program, using it to design the occupants of Wychborn House and its environs. She had found a way to literally play God with her art and create a vision of perfection.

But when Galah's bucolic idyll is visited by travellers from the real universe, their own inherent, subconscious evil is a corrupting influence on her creation. Good is no longer pure, and the environment begins to turn on them and on itself…

GALAH

AWARENESS	3	PRESENCE	3
COORDINATION	1	RESOLVE	4
INGENUITY	6	STRENGTH	1

SKILLS
Convince 2, Craft (Art) 5, Knowledge 5, Science 5, Technology 3, Transport 2

TRAITS
Block Transfer Specialist
Cloistered
Code of Conduct (Major) – Pacifism
Feel the Turn of the Universe
Frivolous Talent – Art
Matrix Lord
Tailored Regeneration
Time Lord
Time Lord – Experienced x11
Vortex

TECH LEVEL: 10

STORY POINTS: 8

GARSHAK *(Shakedown)*

The planet Megerra in the 26th Century is as unattractive a planet as you could wish to avoid. Mineral-rich to an amazing degree, with vast deposits of gold, silver, iron, nickel and uranium, it is covered with mines, factories and workshops. And with Megacity, where its inhabitants live, work, play and very frequently die. Megacity is a very dangerous place, and it takes a very special kind of cop to even attempt to keep order.

Garshak is that cop. He is Chief of Police of Megacity, and he is an Ogron. Not just any Ogron, but the biggest, most brutal-looking you've ever seen, dressed in a more luxurious version of the usual Ogron clothing. His shirts are silk rather than sack-cloth, and his jerkins are made of finely embroidered calfskin. Oh, and his intelligence has been augmented to human level.

Garshak was an experiment. Years ago, a scientist came to the Ogron planet with a plan for brain augmentation. It was a scheme to turn what he called lower species into more useful servants, capable of a greater range of tasks. He paid a local chief handsomely to "volunteer" a group of Ogrons. The scientist experimented on them with drugs, with brain surgery, with neurological stimulation. Half of his subjects went mad and died. A few others recovered with their intelligence very slightly improved. The rest of the survivors were unchanged. In only one case was the experiment completely successful: Garshak.

Garshak recovered from the ordeal and persuaded the scientist not to proceed with further experiments, the persuasion taking the form of a brutal death. Garshak similarly persuaded the Ogron chief not to sell any more of his people. He then stole the scientist's ship and took the other survivors off with him. They became mercenaries, bodyguards, the usual sort of thing. They ended up on Megerra at the time the job of Police Chief became vacant (it happens quite a lot in Megacity). There was one other candidate, an Ice Warrior. But Garshak persuaded him to withdraw.

So Garshak ended up as Chief of Police, with his fellow Ogrons recruited as officers. He has a large, plush office, lushly carpeted and with walls lined with gorgeous hangings and colourful holographs, and a scattering of comfortable-looking chairs, elegantly designed tables and tasteful sculptures around the room.

Garshak is very well spoken and polite, and he likes the finer things in life. A nice cup of tea and a selection of dainty cakes, that kind of thing. But if he needs to get rough in order to impress his authority on someone, then he's not afraid to.

Garshak doesn't see his job as going out and arresting the mob bosses that run Megacity, or cleaning up the town. He sees it as keeping reasonable order on the streets, locking up drunken miners, seeing that tourists aren't robbed more than is reasonable or murdered unless absolutely necessary. He isn't paid, but the job is self-financing. Local business owners paid him regular fees for quick service in case of trouble. Criminals are charged fines and then released. Garshak is only a poor corrupt police official, but he does his best.

GARSHAK

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	7

SKILLS
Athletics 3, Convince 4, Craft 2, Fighting 4, Knowledge 1, Marksman 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Authority (Minor)
Epicurean Tastes
Well-Mannered

EQUIPMENT
Blaster: 6(3/6/9) damage

TECH LEVEL: 6

STORY POINTS: 6

GRUMPY *(SLEEPY)*

When the Dione-Kisumu Company captured the AI FLORENCE (see *A65*) early in the 23rd Century, it was held captive at the company's headquarters on Dione, a moon of Saturn, where Director Madhanagopal experimented on it. Before he got bored and just locked FLORENCE away offline, he used it as the basis for developing other, more advanced AIs, including one called GRUMPY.

In 2227 (and under the secret direction of the Brotherhood, see *V107*), GRUMPY is DKC's chief research project. It's not merely an artificial intelligence but a model of the human mind. Its structure mimics that of the human brain and it has a human psychology. GRUMPY's personality is very much its own, and Madhanagopal has never come across a more uncooperative and stroppy program, hence its name.

The hardware that contains GRUMPY is a monolith, a great grey box, six metres wide. Its surface is studded with screens and I/O slots, panels of winking lights, and huge, satisfying, chunky buttons. Although Madhanagopal has doctorates in genetics as well as cybernetics, neurology and linguistics, GRUMPY contains no organic components other than the molecular storage mechanisms which are standard for this time period.

With GRUMPY, DKC can recreate any mental state within the computer. For example, they could study psychological disorders in unprecedented detail. But such research is a little way into the future. At the moment, Dione-Kisumu are the solar system's chief producers of memory tablets to enhance learning. They teach GRUMPY whatever needs to be learned, from astronomy to politics, agriculture to literature, and then encode that information in the form of memory RNA.

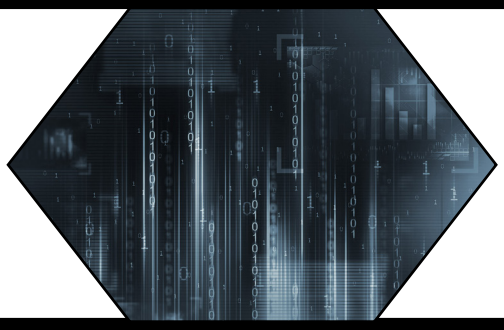
Somehow, somewhere along the way, GRUMPY has become telepathic and telekinetic, presumably a by-product of its being the model of a human mind. It was a shock to GRUMPY itself to start with. But to Madhanagopal, it presented another opportunity, and he has developed the means to encode psi powers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After some encouragement from a reactivated FLORENCE, GRUMPY decided to escape from DKC. It was recaptured on its first attempt, but escaped again by packaging its operating system, just the core of itself, into a fighter shuttle and leapt out into interstellar space. They caught up with it as it looped around Sunyata's sun, followed it as it raced towards Yemaya 4 (see *L163*) and put a missile through it a hundred metres above the virgin planet. But its operating system survived in the crash and is dormant, waiting.

Twenty years later, soil and water samples from the surveys of Yemaya 4 arrived at the DKC lab on Dione. The bacteria and viruses were broken down, their DNA sequenced, appropriate vaccines generated. Unknown to DKC, several hundred viral particles were quietly added to each dose of vaccine. Inside the viruses were GRUMPY's memories and powers, snipped into tiny fragments, hidden carefully inside the base's computers. Waiting until the Yemaya 4 colonists were inoculated so they would contain memory RNA with GRUMPY's memories. GRUMPY intends that when they arrive in 2257, it will reconstitute itself by combining the memories and its operating system, renaming itself SLEEPY and inadvertently causing the outbreak of a psi virus among the colonists.

GRUMPY



AWARENESS	3	PRESENCE	3
COORDINATION	N/A	RESOLVE	5
INGENUITY	4	STRENGTH	N/A

SKILLS
Convince 2, Knowledge 4, Medicine 3, Science 4, Technology 4, Transport 3

TRAITS
Argumentative
Control (Major)
Infection
Psychic
Replication
Robot
Scan
Special – Computer Program: GRUMPY has no physical existence and cannot be harmed by conventional means; it can take over other systems by its Control and Infection Traits, and it can duplicate itself by Replication
Telekinesis
Telepathy

TECH LEVEL: 6
STORY POINTS: 6

THE GUILD OF ADJUDICATORS *(1st in Lucifer Rising)*

The Guild began life in the 21st Century as the Bureau of Adjudicators. At that stage, it believed in ethics that would fall by the wayside under later generations of Adjudicators, though they already often acted in a clandestine manner. Adjudicators became known as "Ravens" because of their black robes and aloof manner, a nickname which lasted for several centuries. The Bureau was led by an Adjudicator in Extremis. At this stage, it essentially had a judicial function, intervening in squabbles between Earth, its colonies and the emerging corporations.

By the 25th Century, the Bureau had become the Guild of Adjudicators and was famed and feared in equal measure across the Earth colonies. It had become unconstrained by authority and independent of financial influence. The Guild dispensed its own uncompromising brand of justice across the galaxy. Where Earth Central had made the laws, the Guild enforced them, and a wary but appreciative Earth ceded them the planet Ponten VI in perpetuity.

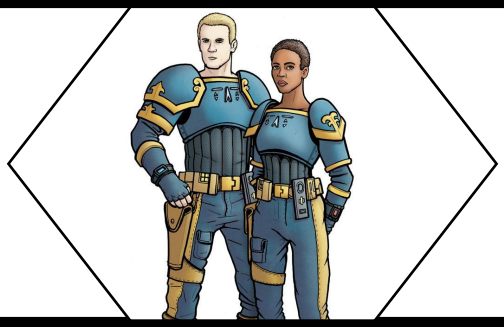
By now, the Adjudicators had become police as well as judiciary. The Guild demanded great wisdom and intelligence for detective work and judicial arbitration. They had powers allowing them to begin and engage in combat, though they weren't an army of jackbooted stormtroopers. The Adjudicators now wore the blue and gold body armour which would be their trademark for over five hundred years.

By the start of the 30th Century, the Guild was known as the Order of Adjudicators and was led by the Adjudicator Secular. It was the heavily armed police force of the Empire at its peak. The Guild's processes had become more ritualised, typified by the daily period of meditation and recitation of the Adjudicator's Creed in the Shrine of Justice. By now, Ponten IV rather than VI was the shining example of the Guild, closely followed by Oberon, the moon of Uranus which had been the Adjudicators' headquarters during the Dalek invasion of Earth back in the 22nd Century and had remained a Guild stronghold.

As Earth passed from Empire and into Federation, the fortunes of the Guild waned. After the fall of the Earth's Overcities in the late 30th Century and the decline of the Empire, the Adjudicators became unnecessary. A thousand forms of local justice had sprung up. Every planet had its own laws and its own police. The universe had passed them by. The Guild of Adjudicators had nothing to adjudicate. They degenerated into a reclusive order of assassins known as the Knights of the Grand Order of Oberon, dreaming of past glories and crusades for truth (see *Revelation of the Daleks*).

In the 32nd Century, the Sixth Doctor discovered one offshoot of the Guild surviving on Dramos, a planetoid located in the void between the spiral arms of the Milky Way. Isolated from the Earth Empire, the Guild had developed into a more religious order, the Church of Adjudication (see *The Sixth Doctor Expanded Universe Sourcebook*). Centuries later, another branch had developed into the Arbiters who carried out a more judicial role, rather than acting as a police force, within the Galactic Federation.

ADJUDICATOR (30TH CENTURY)



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3, Convince 3, Fighting 3, Marksman 4, Medicine 1, Subterfuge 2, Survival 1, Technology 3, Transport 4

TRAITS
Adjudicator
Authority (Minor)
Brave
Code of Conduct (Major) – The Adjudicator's Creed
Friends (Major) – Guild of Adjudicators
Obligation (Major) – Guild of Adjudicators

EQUIPMENT
Armour [Traits: Armour (5 points), Scan. Story Points: 2.]
Plasma Blaster: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 2-4

ADJUDICATOR – SPECIAL GOOD TRAIT

A character with this Trait is an Adjudicator of the Earth Empire. They automatically gain Authority (Minor), Brave, Friends (Major: Guild of Adjudicators) and Obligation (Major: Guild of Adjudicators). Adjudicators have access to Guild weapons and equipment, and those from the 25th Century onwards are also issued with their body armour, which is a Major Gadget. Many also buy Code of Conduct, but this does not automatically come with the Adjudicator Trait.

Adjudicator costs 2 Character Points for those characters who are not issued with Adjudicator armour and 4 Character Points for those who are.

GUY DE CARNAC *(Sanctuary)*

Guy de Carnac joined the Knights Templar in his youth in the early 13th Century, as he believed it was the right thing to do: to go and protect travellers on their pilgrimages to Jerusalem and Nazareth. He believed that God was on the side of the Christians. But when he reached the Holy Land, he saw that the Saracens similarly believed that God was on theirs.

Guy left the Templars over an act which was not in accordance with the Order's code of honour. Another knight, Godfroi, raped Guy's sister, Iolande. She hid the fact from her family but drowned herself when she discovered she was pregnant. Guy deserted from Jaffa and pursued Godfroi. He caught up with his troop just outside Es Sair on the eastern bank of the Jordan. But Guy was too late to exact revenge, as Godfroi and his men had been massacred by a Saracen force.

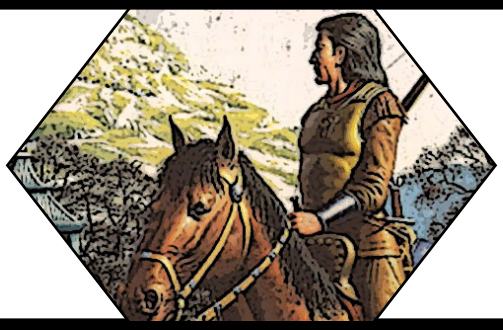
Guy returned to Jaffa, where he was stripped of his rank and accused of the cowardly act of deserting his post. So he made his way back to France to continue what he sees as the duties of a proper knight and protect travellers and caravans. He has protected ordinary people, saved lives and sometimes taken them. But Iolande has never been avenged. All Guy can do is search for some other way to fulfil her faith in him. Failing that, to die well and not as a cowardly deserter. He is, in effect, a wandering mercenary.

Guy is a tall man, his stubbled face often set in a sort of grimly blank expression. The assortment of armour he wears appears to have been pieced together from second-hand, including some old, even Roman-looking oddments, giving an initial impression that he might be some sort of bandit. A cuirass, pauldrons and greaves are worn over a leather jerkin and short chain haubergeon, all partly concealed beneath an old cloak. Guy rides a chestnut mare.

Guy's sword is of fine quality. In Damascus, he encountered a smith who claimed he knew the secret of forging magical weapons, handed down from the ancient days of the world, before the sinking of Atlantis. Damascus steel is the finest in the known world, so Guy had him forge a longsword. The result was a blade that weighs twenty-five pounds instead of the usual forty. It can still be a burden after a long day, but its lightness in combat makes it quicker than an opponent expects.

Guy has nothing in particular against the Catholic Church. If it keeps people busy, then good for them. But he has no great love for it either, and in his age, that is often bad enough. So far as Guy is concerned, the Church and the heretics can kill each other off to their hearts' content, so long as they don't bother him. But history is destined to force him to choose a side when he becomes involved in the plight of the Cathares holed up in the Roc (see *L129*) in the south of France in 1242. History and a beguiling woman by the name of Bernice Summerfield (see *A47*).

GUY DE CARNAC



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 3 (AoE: Horsemanship), Convince 2, Fighting 5, Knowledge 1, Marksman 3, Medicine 2, Subterfuge 2, Survival 3

TRAITS
Brave
Code of Conduct (Major)
Experienced
Quick Reflexes
Tough

EQUIPMENT
Longsword: Strength +2 damage
Bow and Arrows: 3(1/3/4) damage
Cuirass, Chain and Leather Armour (4 points)

TECH LEVEL: 2

STORY POINTS: 9

HAMLET MACBETH

(The Left-Handed Hummingbird, Happy Endings)

In the late 1960s, Hamlet "Hank" Macbeth was there at the very beginnings of UNIT, when the United Nations were looking for ways to deal with extraordinary events. He'd stayed in London when the Yeti took over, taking holiday snaps and trying to rearrange his world view. As a result, he was recruited into UNIT's very short-lived Paranormal Division, consisting of four lieutenants fresh from university, twelve lab assistants still struggling through degrees in psychology or physics, and six honest-to-God psychics.

At first, Lieutenant Macbeth wasn't too sure about the uniforms, the ranks, the whole military bit. He wasn't a soldier, he was a psychologist, and he wasn't about to shoot anyone. But the set-up was perfect. Decent funding, at long last. No more palm readings to support the hobby! Access to all sorts of files and reports that the army had squirrelled away. A goddamn genuine alien invasion to worry about.

In 1968, Macbeth kidnapped the Seventh Doctor while the Time Lord was possessed by Huitzilin (see *V141*), and kept him at an unlisted UNIT facility somewhere in England. When Ace (see *A39*) rescued the Doctor several weeks later, she broke Macbeth's nose for his troubles, and she and Bernice arranged for the Paranormal Division to be shut down. Macbeth was dishonourably discharged from UNIT in December that year.

After that, Macbeth became a freelance psychic investigator, always hovering on the fringes of events, picking up scraps of information, never coming quite close enough to find out what was going on. For the next few decades, he kept his eye on UNIT's activities, and has managed to uncover rather more information about them than they'd be comfortable with. There were those mysterious evacuations of London, a prison riot, something chemical in Wales, something nuclear in Cornwall, the church UNIT had blown up. Macbeth even managed to uncover something suspicious about the death of Professor Clegg, a mind-reader who had died while meeting the Third Doctor and Brigadier Lethbridge-Stewart (see *Planet of the Spiders*). But not enough for a real exposé.

Macbeth next chanced upon the Seventh Doctor in Mexico City in 1994. He is tall and red-headed, with a speckling of red stubble across his square chin and teeth stained yellow by cigarettes. Macbeth's nose still shows the signs of it having been broken by Ace all those years before, lending a hint of thug to his face that's belied by his tidy speech, his native Glaswegian accent kept rigidly under control.

These days, Macbeth struggles to get funding from whatever groups he can soft-soap. There's the UFO groups, the telepathy people, even the bloody sceptics! Though the latter usually demand proof first in return for money afterwards. Macbeth even has a contact at Scotland Yard's Paranormal Investigations Unit. But although Graham is sympathetic, he's about as useful as a bent spoon when it comes to fronting up the readies!

HAMLET MACBETH

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Convince 4, Craft 1, Fighting 2, Knowledge 4 (AoE: Paranormal, Psychology), Marksman 1, Science 2, Subterfuge 1, Technology 2, Transport 3

TRAITS
Distinctive
Friend (Minor) – Scotland Yard's Paranormal Investigations Unit
Insatiable Curiosity
Tough

EQUIPMENT
UNIT pass (dated 1968)

TECH LEVEL: 5

STORY POINTS: 12

By the 21st Century, Macbeth is working with Ruby Duvall (see *A95*) writing UFO-related books, and he was with her in Cheldon Bonniface in 2010, when Bernice Summerfield (see *A47*) married Jason Kane (see [illegible]).

HATSHEPSUT *(The Eye of Horus)*

Hatshepsut was Pharaoh of Upper and Lower Egypt in the 15th Century BCE, one of the few female pharaohs to have ruled. When her husband and brother Thutmose II died, his son Tutmosis (see *V189*) ascended the throne as Thutmose III. Hatshepsut was his step-mother and aunt, Tutmosis' birth mother having been a concubine.

At first, Hatshepsut was content just to put her husband's affairs in order and allow Tutmosis, still only a very young child, to rule. But then Senenmut came out of the desert and became her advisor. Hatshepsut realised that she could use her position to achieve something much greater and leave a legacy that would last forever. So she assumed the throne, styling herself as King. With Senenmut, she began her great work. Once it has been completed, she will happily hand the throne over to Tutmosis, bequeathing him a powerful, wealthy and peaceful kingdom.

Senenmut is actually the Doctor, though he has had to move much of his memory over to make room for something more important, and he doesn't quite remember who he is. Since he arrived in Egypt, he has stopped wars and ended famines. The Doctor presented Hatshepsut with the Ship of a Billion Years, a sky-barge that was a relic left behind by the Osirans. Hatshepsut has used it to fly to the stars and establish profitable trading relations with the people of the fabled land of Punt, an Osiran colony that has fallen back into simpler ways. They welcomed her with open arms and have provided the Doctor with the technology he needs for Hatshepsut's great work. For this, the Doctor has designed and constructed a series of obelisks which, when complete, will form a psionic network designed to generate a positive field to prevent the triumph of Sutekh for ten thousand years. All he needs is the Eye of Horus (see *G18*) to power it.

Hatshepsut is a fair and wise ruler. She treats her stepson Tutmosis well. He is now a young man and Prince of Egypt. Somewhere along the way, Hatshepsut has fallen in love with the Doctor and the two are to be married. The Doctor, however, has only gone along with this to achieve his own ends.

But not all her subjects approve of Hatshepsut. She may have ushered in an age of prosperity and peace, but she is still a female pharaoh and there are those who plot against her. Nevertheless, she is determined to achieve an immortality of sorts. Although she would rule forever if she could, she knows that to be impossible and will willingly hand the throne over to Tutmosis when she is ready. But she believes that her name will be eternal.

What Hatshepsut cannot know is that she is destined to be wiped from history by the pharaohs that will come after her, starting with her own stepson. Although Tutmosis is loyal to her now, there is an old man out in the desert waiting to whisper poison in his ear. An old man dressed in tatters and using the name Sutekh.

HATSHEPSUT

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 5, Craft 3, Knowledge 4, Transport 3

TRAITS
Authority (Major)
Voice of Authority
Wealthy (Major)

TECH LEVEL: 2

STORY POINTS: 8

THE SHIP OF A BILLION YEARS
Armour: 5 **Hit Capacity:** 20 **Speed:** 8*

Traits: Environmental (Major), Forcefield (Minor), Scan, Transmit, Travel
Story Points: 6

* Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

IRVING BRAXIATEL *(1st in Legacy)*

SPOILER WARNING! BRAX'S BACKGROUND AND HISTORY ARE RIDDLED WITH SPOILERS!

Irving Braxiatel is a Time Lord exile and owner of the Braxiatel Collection (see *L91*), a vast collection of art and artefacts from across time and space. The Collection is based on KS-159, an asteroid in an area of unclaimed space close to the Draconian Empire and which Braxiatel won in a game of cards – though if it had been for sale, he would probably have been able to purchase it using his seemingly limitless wealth.

Before leaving Gallifrey, Braxiatel had been a highly skilled politician. He was a Cardinal, then Chancellor and briefly Lord President. However, he had been secretly meeting with his past and future selves in violation of the First Law of Time in order to acquire items for the Collection. The Collection is an obsession that has defined Brax's life, as he wants to acquire as many items as possible to save them from possible loss or destruction.

IRVING BRAXTIATEL (ORIGINAL TIMELINE)

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	10	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Craft (Acting) 4, Craft (Cards/Gaming) 5, Fighting 1, Knowledge 6, Marksman 2, Medicine 2, Science 4, Subterfuge 5 (AoE: Deceit), Survival 2, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Fifth Axis; the Daleks; the Deindum; various others
Artron Battery
Boffin
Charming
Dark Secret (Major) – His manipulation of others
Distinctive (Minor) – Formal manner and his sharp dress sense
Epicurean Tastes
Feel the Turn of the Universe
Hypnosis (Major)
Indomitable
Infection – The Pandora entity within his mind can infect the Matrix or any other Time Lord mind Brax links with, corrupting them with the evil of Pandora
Obsession (Major) – The Braxiatel Collection
Outcast
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced (unknown levels)
Time Traveller (Special) – All Tech Levels
Voice of Authority
Vortex
Vortex Born
Wealthy (Major)

EQUIPMENT

TARDIS, usually disguised as his rooms in the Collection (use the stats for an Advanced TARDIS, from *The Time Traveller's Companion*)
Brax has access to the Braxiatel Collection, which contains all sorts of exotic devices

TECH LEVEL: 10
STORY POINTS: 8

The Braxiatel Collection is located in the late 26th and early 27th Centuries, and has included Benny Summerfield (see *A47*) and her semi-estranged husband Jason Kane (see *A80*) among its employees. Braxiatel had apparently acquired the asteroid as his position as a Time Lord allowed him to see that its place in time and space was one safe from invasion. However, after the Daleks were able to attack the asteroid, changing the timelines because of their time travel technology, Braxiatel realised that other methods were needed to protect his Collection. He therefore located a Cyberman colony world, Cantus, and used Gallifreyan technology (and an unwilling human as the new CyberController) to place the hibernating Cybermen under his control, providing him with a sleeping army should the need arise.

Jason Kane became suspicious of Braxiatel's activities, but Brax used his hypnotic powers to remove certain memories from Jason's mind and to use him as his unwitting agent. When Jason later realised that Braxiatel had been altering the timelines of all those around him, Brax manipulated Benny's half-Killoran son Peter into killing him. Benny subsequently discovered Brax's Cyber-army and realised the truth. Braxiatel initially went on the run, but eventually (and reluctantly) returned to the Collection – though only as a resident, not its leader. Behind the scenes though, he was still manipulating others and so retained a

measure of control by proxy.

The true reason for Braxiatel acquiring asteroid KS-159 was revealed to be its proximity to a powerful temporal schism, whose energies he could siphon and use for his own purposes. When he became aware of the Deindum, a reptilian species from the future whose power could rival that of the Time Lords, he used the schism first to try to prevent their creation, and when that failed, to prevent them becoming so powerful and aggressive. When this backfired and resulted in the Deindum actually becoming more aggressive, he and Benny joined forces against them. At the climax, Braxiatel was shot by a Deindum soldier and died. Or did he...?

IRVING BRAXTIATEL (STRANDED TIMELINE)

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	10	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Craft (Acting) 4, Craft (Cards/Gaming) 5, Fighting 1, Knowledge 6, Marksman 2, Medicine 2, Science 4, Subterfuge 5 (AoE: Deceit), Survival 2, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Epoch, various others
Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)
Artron Battery
Boffin
Charming
Dark Secret (Major) – This is Brax from a vanished timeline
Distinctive (Minor) – Formal manner and his sharp dress sense
Epicurean Tastes
Feel the Turn of the Universe
Hypnosis (Major)
Indomitable
Infection – The Pandora entity within his mind can infect the Matrix or any other Time Lord mind Brax links with, corrupting them with the evil of Pandora
Outcast
Psychic
Tailored Regeneration
Technically Adept
Time Lord
Time Lord – Experienced (unknown levels)
Time Traveller (Special) – All Tech Levels
Voice of Authority
Vortex
Vortex Born
Wealthy (Major)

EQUIPMENT

TARDIS. (use the stats for an Advanced TARDIS, from *The Time Traveller's Companion)*

TECH LEVEL: 10
STORY POINTS: 8

It is rumoured that Braxiatel is the older brother of the Doctor. He is suave and well-spoken, with a cool formal manner at all times, though he is not without a very dry sense of humour. In all incarnations so far seen, Brax appears to be a tall, slim man somewhere in his forties, with dark hair and occasionally a neatly trimmed beard and moustache. He typically wears a sharp business suit with a crisp white shirt, gold cufflinks and a sober tie.

Brax's mind is renowned to be labyrinthine and he is always several steps ahead of the opposition, devising plans within plans within plans. As an adversary, he is formidable as he is almost impossible to out-think and has virtually unlimited resources, owning various companies, fleets of ships, untold numbers of priceless antiques, works of art and technological devices, and even a few planets. Even if he appears to be defeated or dead, the reality could actually be somewhat different.

THE TRUE HISTORY OF IRVING BRAXIATEL

Irving Braxiatel's history is even more complicated than is generally believed, as there are actually two Brax's who have come into being in the same universe. In his original timeline, Brax was connected with a secret Time Lord project that developed a superweapon known as the Timonic Fusion Device. But when the Device was detonated, it destroyed the planet Minyos (see *Underworld*). The High Council covered it up and Brax fled Gallifrey for fear of reprisals. In this version of events, it is this Braxiatel which founds the Braxiatel Collection.

But a terrorist organisation then went back in time and stole the Device immediately prior to its detonation. This created a timeline in which Minyos wasn't destroyed (at least, not by the Timonic Fusion Device) and Brax didn't flee Gallifrey. Except that Romana (see *A49*) goes back in time and prevents the theft of the device, restoring Brax's original timeline.

But the timelines are changed at a point when the second Braxiatel (from the timeline in which Minyos wasn't destroyed) is travelling in the Vortex, and by the time his TARDIS materialises on Gallifrey, he arrives in the wrong timeline. Two versions of Brax now exist: one who had a part in the destruction of Minyos and one who didn't.

The version of Brax who fled Gallifrey after the destruction of Minyos is the one who meets Bernice Summerfield first and hires her to work at the Collection. The version who wasn't implicated in the destruction of Minyos remained on Gallifrey. During the Pandora crisis, this version trapped the psychic remnants of a tyrannical Imperatrix from ancient Time Lord history within his mind. This Brax can never again link to the Matrix or any other Time Lord mind for fear of passing on the Pandora corruption. He has therefore exiled himself from Gallifrey. This Brax also meets Bernice Summerfield, but at a much later point in her timeline, on the planet Legion (though Benny doesn't realise it's not "her" Brax).

Paradoxically, the original Braxiatel also becomes corrupted by Pandora further back in his timeline, which is what causes him to become the manipulative version that kills Jason Kane. This version is the one shot by the Deindum, but whether he is truly dead is another matter.

Confused? You will be, won't be, will be.

ISAAC SUMMERFIELD *(Return of the Living Dad)*

Benny's (see *A47*) father Isaac Douglas Summerfield was an admiral in Spacefleet who disappeared in a battle against the Daleks in 2543. The official report of his disappearance concluded that he had deserted. Benny always believed that she might find him someday, somewhere out beyond the edge of civilisation, trapped on a backwater world amongst the scum and villainy, or fighting a top-secret war against the Daleks. Or something. It's one of the reasons she became an archaeologist, so that she might have a chance of finding him.

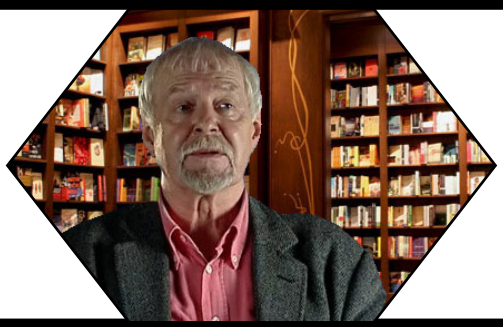
When Benny met Admiral Groenewegen, a Spacefleet officer who had served under Isaac, Groenewegen insisted that Benny's father had been no coward. She had protested at the findings of the official inquiry, but to no avail. Groenewegen still had her own ship's flight recorder, and that included footage of the moment Isaac's ship, the *Tisiphone*, vanished, turning at the very edge of the field of view, as if about to flee.

When Benny finally tracked her father down, she learned that he had been manoeuvring his ship as a ploy to surprise the Daleks. But the *Tisiphone* had fallen into a time rift and found itself back in November 1963 in Earth space. Unable to return home, Isaac and his small crew set themselves up in England, in the village of Little Caldwell. He decided that they could do some good by helping stranded aliens to get off planet without getting into trouble. So he set up a bookshop, the Pyramid, that sells books on UFOs, New Age mysticism and similar topics.

Twenty years later, in 1983, Isaac and his group are still there. Of the original crew of the *Tisiphone*, only Isaac and Ms Randrianasolo, a tall Madagascan psychic, remain. Of the others, one married, one disappeared and one died. But they've been joined by a few new recruits, including Joel Mintz (a similarly temporally-misplaced human, see *A82*), Albinex (a Navarino, see *V96*), M'Kabel (a Tzun deserter, see *V190*, who now uses the name Tony and is a technical whizz) and Graeme (an Auton fragment in the form of a plastic spatula who was left behind after a failed Nestene invasion and didn't deactivate). There are also a few ex-UNIT soldiers who were discharged on psychiatric grounds and various refugees waiting for the opportunity to be sent home, such as a pair of Ogrons, an amnesiac Bannerman and an Ogri disguised as a rather large tombstone. Others are living in safehouses elsewhere around the country, with one or two in hotels overseas.

Isaac Summerfield has blond hair and blue eyes. He's a lot shorter than Benny remembers. He's also twenty years older and talks with an accent she can't quite place, maybe Irish. Isaac still retains a military mindset, though his usual ensemble of jeans and cardigan make him unobtrusive. Of his group, the ones who have a non-human appearance are provided with holographic disguises if they don't have their own means of blending in on Earth. Isaac does not permit his group to use guns or allow them within the perimeter of the village.

ISAAC SUMMERFIELD



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS
Convince 4, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 2, Survival 3, Technology 3, Transport 4

TRAITS
Brave
Face in the Crowd
Time Traveller (Minor) – Tech Level 5
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Isaac is aware of the Doctor and many of his activities on Earth over the past twenty years, but he has tried to avoid any contact with him. He has realised that being on 20th Century Earth has provided him with an opportunity to change the future and make mankind better prepared to fight the Daleks. Unknown to the rest of his group (other than Albinex), Isaac is attempting to obtain the launch codes for the world's arsenal of cruise missiles so he can start a limited nuclear exchange that will lead humanity to embracing nuclear weapons more fully. The Earth will then be able to repel the Dalek invasion of the 22nd Century and defeat them in Isaac's own time.

But what if the future that comes to pass is one in which mankind rejects nuclear weapons? Or a future in which Isaac's own daughter is never born? Can he really be certain what future he is creating?

M'KABEL (TONY)

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Convince 1, Fighting 2, Knowledge 3, Marksman 4, Medicine 2, Science 4 (AoE: Genetics), Technology 5, Transport 3 (AoE: Spacecraft)

TRAITS

Alien
Alien Appearance
Alien Senses – Infrared and ultraviolet vision
Environmental (Minor) – Does not need to sleep, does not excrete waste and can survive rapid acceleration and high pressure environments with no ill effects
Quick Reflexes
Sense of Direction
Special – Ancestral Memory: M'Kabel can access the memories of his ancestors as if they are his own memories. He has a +4 bonus on all Knowledge rolls involving Tzun history and culture.
Technically Adept
Time Traveller (Minor) – Tech Level 5
Weakness (Minor) – M'Kabel's DNA is corrupted. He is particularly vulnerable to genetic attacks, having -4 to resist anything affecting his DNA.

EQUIPMENT

Holographic Disguise [Traits: Shapeshifting (Minor). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 4

MS RANDRIANASOLO

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Craft 1, Knowledge 2, Marksman 2, Subterfuge 3, Technology 3, Transport 3

TRAITS

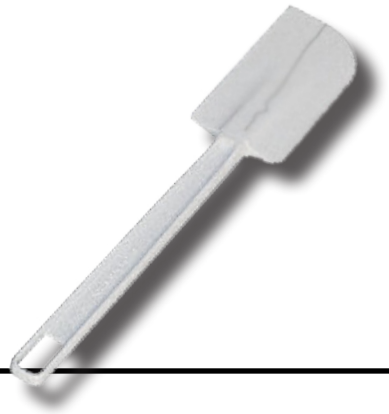
Empathic
Psychic
Time Traveller (Minor) – Tech Level 5

TECH LEVEL: 6

STORY POINTS: 4

GRAEME THE SPATULA

Attributes: Awareness 2, Coordination 4, Ingenuity 1, Presence 1, Resolve 2, Strength 2
Skills: Athletics 4, Fighting 3, Subterfuge 2
Traits: Alien, Face in the Crowd, Time Traveller (Minor: Tech Level 5), Tough
Tech Level: 6
Story Points: 3



ISIS *(The Vaults of Osiris, The Tears of Isis)*

According to the myths of Ancient Egypt, Isis was the goddess whose tears created the human race. As with almost all of the Egyptian gods, the truth is that she is an Osiran and was the wife and sister of Osiris, who was killed by Sutekh. Isis was with her son Horus when the Osirans imprisoned Sutekh. She is one of the few of her people to have survived from that time into the present day.

Isis was revered by the Egyptians as the great renewer, bringer of rain after drought and hope after death. She was the spirit of the river, always giving, always fertile. But the Osirans, although extremely long-lived, are not immortal. Isis is now ancient and much of her old power has gone. She no longer considers herself to be a goddess. Nevertheless, Isis is still formidable by human standards. She can summon rain, the tears of Isis, which bring life and resurrection with them. All life, even down to insects, is precious to her.

Isis has waited on Earth for thousands of years, watching for the return of Sutekh. When the Eye of Horus on Mars was destroyed in 1911 (see *Pyramids of Mars*), she suspected that Sutekh had escaped from his imprisonment. So she prepared a trap for him.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Isis had her followers build a vault beneath the Bank of Osiris in Geneva, Switzerland. Within this, Isis has waited, apparently kept immobile by the secondary Eye of Horus (see *G18*) broadcasting from the pyramid near Saqqara that had been Sutekh's prison. She sits on a golden throne surrounded by Osiran artefacts to act as a lure for Sutekh's followers.

Over the following decades, Isis has allowed her mind to wander free of her body. She created a physical vessel for her consciousness, a girl named Alozza (the Arabic name for Isis) who is granddaughter of the owner of a café located near the pyramid. Through Alozza's eyes, Isis has watched as the relics that remained in the pyramid have been stolen and relocated to a nearby museum. Alozza is just a solid illusion who will fade away when Isis no longer needs her. She has a ring which allows her to control the Osiran servicer robot (see *The Fourth Doctor Sourcebook*) that acts as a guardian to the secondary Eye of Horus, allowing it only to kill those who would steal it when that suits her plans.

By 2015, the Bank of Osiris has been subject to a hostile takeover and is in the hands of Sutekh's followers. They seek to acquire the Eye of Horus, which they believe will allow them to open the vault and kill Isis. But this is all part of Isis's plan, and once the Eye of Horus is brought to her, she can use it to vanish in search of Sutekh.

Isis has also prepared another escape route for herself. A fragment of her is inside Alyx Courtland (see *A55*), the adopted daughter of the leaders of the Temple of Sutekh. If Isis is ever killed, she can rise again as Alyx and be resurrected as the goddess she once was.

ISIS

AWARENESS	5	PRESENCE	8
COORDINATION	4	RESOLVE	8
INGENUITY	10	STRENGTH	3

SKILLS
Convince 4, Craft 7, Fighting 2, Knowledge 6, Marksman 2, Medicine 7, Science 5, Survival 5, Technology 4

TRAITS
Alien
Attractive
Clairvoyance
Elemental Control (Special) – see *The Third Doctor Expanded Universe Sourcebook*
Possess
Psychic
Psychic Illusions – see *The Fourth Doctor Expanded Universe Sourcebook*
Special – Goddess of Life: By spending Story Points, Isis can bring the dead back to life (1 point per person) or create life from barren land (2 points or more, depending on scale)
Telekinesis
Telepathy

EQUIPMENT
Osiran Control Ring [Traits: Transmit (control signal to the guardian servicer). Story Points: 1.]

TECH LEVEL: 9

STORY POINTS: 10

JASON KANE *(1st in Death and Diplomacy)*

Jason Peter Kane was born in 1983 in the commuter belt about sixty miles or so from London, and he is almost thirty when he first meets the Doctor and (more importantly) his wife-to-be, Benny (see *A47*), on the planet Jaris. In between those two events, a lot has happened to Jason. As a child back on Earth, he and his little sister Lucy were regularly beaten by their abusive father. Eventually, Jason ran away from home and spent a couple of years living rough in London, surviving however he could.

One Christmas Eve, he was wandering up from Piccadilly having spent the last of his cash on a couple of pints and a special-offer leather jacket, when he suddenly found himself flat on his back in a muddy swamp with a brain that felt like it'd been lightly fried and a bunch of scorch-marks across his chest and shins and forearms. Turns out, Jason had got caught in an alien's teleport team and was now on the planet t'Kao in the Dagellan Cluster (see *L93*).

It's a very long way from Earth, but at least it's on the major space-lanes. That meant a huge variety of lifeforms, but it also meant that things as a whole were more generalised and easy to assimilate. Once Jason got over the shock and picked up a little Basic, the local *lingua franca*, it was no worse than his first few months in London. So, after what on Earth would be about a year, he hitched a ride on an ore-processor launch and has been wandering ever since.

Jason remembered a story about his grandfather surviving the D-Day landings when a crucifix he was wearing deflected a bullet that would otherwise have killed him. So he took the precaution of getting his jacket lined with a couple of layers of long-chain polycarbon micromesh. He also carries a small-gauge micro-flenser and has somehow acquired a battered spaceship during his travels.

Jason is attractive in a roguish sort of way and can certainly turn on the charm. During the course of their first adventure together, Jason and Benny fell in love and they married soon afterwards, with Benny leaving the Doctor to live with Jason in her native late 26th Century.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jason and Benny's marriage does not last long though and the couple soon separate. However, they still have feelings for each other and get back together frequently, only to split up again each time. As they both go on to work at the Braxiatel Collection (see *L91*), they remain close to each other, and when Benny has a son, Peter, by a Killoran called Adrian Wall, Jason acts as Peter's step-father.

Jason is brave and resourceful, despite his somewhat dodgy reputation. He later achieves fame and wealth as the author of a popular series of (semi-autobiographical) xeno-pornographic novels. Due to his own childhood experiences, Jason remains very protective of children.

Tragically, when Jason uncovers Irving Braxiatel's (see *A74*) machinations at the Collection, Braxiatel manipulates Jason's half-Killoran step-son into killing him.

JASON KANE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft (Writing) 3, Fighting 2, Marksman 3, Subterfuge 4, Survival 4, Technology 3, Transport 3

TRAITS
Attractive
Brave
Charming
Code of Conduct (Major) – Very protective of children
Devotion – Benny
Experienced x2
Run for Your Life!
Time Traveller (Major) – Tech Level 6

EQUIPMENT
Leather Jacket (lined with long-chain polycarbon micro-mesh providing 2 points of Armour)
Small-Gauge Micro-Flenser: 6(3/6/9) damage

TECH LEVEL: 5

STORY POINTS: 6

JOAN REDFERN *(Human Nature)*

After the loss of Guy de Carnac (see *A71*), the Doctor had himself transformed into a human, Dr John Smith, in order to understand the human condition of grief and be able to empathise with Benny (see *A47*). A bodysmith called Laylock removed all Time Lord cellular information from the Doctor, and also his memories. He was now a schoolteacher from Aberdeen, newly arrived at Hulton College School for Boys in Farringham, Norfolk in the spring of 1914.

It was at Hulton that Dr Smith met Joan Redfern, the school's science teacher, and the two fell in love. Joan is forty-eight and is similarly a fish out of water in this man's world. She doesn't much like her job, but she has had to make ends meet since the death of her husband, Arthur, in the Boer War. The headmaster, Rocastle, made the job offer feel like a charitable act on his part, giving employment to a war widow with outdated references.

When Dr Smith arrived at the school, Joan recognised a kindred spirit, somebody who doesn't quite fit in at this private school teaching boys to become officers and gentlemen. They soon struck up a friendship and enjoyed spending time together, playing whist and just talking. While very friendly with Smith, Joan is icy cool with Bernice, introduced as his niece.

Joan even began to think that she might marry Dr Smith and settle down with him… until the coming of the Aubertides (see *V100*). Then it became clear that Dr Smith was not the man she thought he was, and she was left alone again. The Doctor, his Time Lord genetics and memories restored, even took her cat Wolsey with him.

NOTE: The Joan Redfern of the novel *Human Nature* is slightly different to that of the TV adaptation *Human Nature/The Family of Blood*. She is a little older for one thing. The characterisation of John Smith is also different, with the 7th Doctor retaining more of the Doctor's otherworldly air than the 10th Doctor did. Writer Paul Cornell obliquely addresses the issue of multiple versions of this adventure in his short stories *Shadow of a Doubt* and *The Shadow in the Mirror*, which feature both Aphasia from the novel and Daughter of Mine, her analogue from the TV version. It is implied that this adventure has happened multiple times, with the details slightly different in each case. The underlying cause of this remains unclear.

JOAN REDFERN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 2, Craft 2, Knowledge 3, Medicine 3, Science 3, Transport 2

TRAITS
Brave
Empathic

TECH LEVEL: 4

STORY POINTS: 8

WOLSEY

Attributes: Strength 1, Coordination 5, Awareness 5
Skills: Athletics 3, Fighting 3, Subterfuge 5, Survival 3
Traits: Alien Senses (Minor: Excellent night vision, hearing beyond the human range of frequencies, and the ability to track by smell), Insatiable Curiosity, Lucky
Story Points: 4

WOLSEY *(1st in Human Nature)*

Wolsey is a tabby tom-cat. Joan gained him through chance when she first arrived at Hulton. He just turned up one day and she adopted him. When the school was destroyed by the Aubertides, Joan would have to move and she doubted that Wolsey would want to follow her to some other earthly destination. So she gave him to the Doctor to be a guardian companion.

Wolsey quickly adapted to his new life aboard the TARDIS, with endless rooms to explore, a food machine to provide for him and a nice warm time rotor to sleep on. The Eighth Doctor later gave Wolsey to Benny. He eventually died of old age and is buried in the gardens of the Braxiatel Collection (see *L91*).

JOEL MINTZ *(Return of the Living Dad, The Room With No Doors)*

In 1993, Joel Mintz found himself flung back a decade in time, the result of a sudden burst of temporal distortion. Although he didn't know it, the distortion was caused by an attempt by a Navarino called Albinex (see *V96*) to repair his faulty time engine in 1983.

Joel is an American, perhaps a year or two younger than Chris Cwej (see *A42*), and he's already a heavy smoker. He's thin, bespectacled and has red hair. In 1993, Joel was living with his parents in New York, and that's where he found himself when he materialised a decade earlier. Although his parents were also in New York in 1983, he decided that they wouldn't believe him if he tried to explain who he was, so he didn't contact them. Besides, Joel didn't really get on well with his father.

Joel ended up living on the streets or in homeless shelters for a while, until Isaac Summerfield (see *A77*) found him and took him to Little Caldwell in England to join his group of stranded aliens and time travellers. Without a means of getting back to his proper time, Joel jumped at the chance to join them. He's a fully-fledged geek, interested in science fiction (especially *Professor X*), UFOs, mysticism, all sorts of related stuff. So working with real-life aliens is a dream come true! Isaac quickly assigned Joel the task of archiving the group's magazine collection (covering UFO bulletins, film and TV fanzines, New Age newsletters, etc). Joel shares a bungalow with a Tzun (see *V190*) named M'Kabel.

As part of Isaac's team, Joel helps locate stranded aliens and tries to get them back home. He has heard all about the Doctor. Although Isaac has tried to avoid contact with him, Joel is fascinated by the stories and would be fanboy excited to meet the legend. He has plenty of questions for the Doctor, particularly about the dating of some of his adventures with UNIT!

In 1996, Joel was still working with Isaac's group when he encountered Penelope Gate (see *A94*), a Victorian time-traveller who had built her own experimental time machine powered by lightning. She had landed in the middle of a busy roundabout in Swindon, causing the worst traffic jam in Wiltshire history. Penelope had been aiming for the year 2000 but ended up in 1996.

Joel couldn't talk Penelope out of continuing with her "experiment", so he figured he'd better go along and keep an eye on her. M'Kabel the Tzun whipped up a battery for her time machine, but after a jump forward to the middle of the 21st Century, it only goes backwards now. With Joel along as her companion, Penelope has been back to 1996, then to 1743 and to Japan in 1560, which is where Joel bumped into the Doctor and Chris Cwej again. For them, it's only been a couple of years since their first encounter; for Joel, it's been thirteen years and he's all grown up, though still skinny and bespectacled, and still wearing slogan T-shirts under a heavy jacket. He's beginning to think he might quite like a lift home with them!

JOEL MINTZ

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3, Knowledge 4, Science 2, Subterfuge 3, Technology 3

TRAITS
Face in the Crowd
Insatiable Curiosity
Run for Your Life!

TECH LEVEL: 5

STORY POINTS: 6

JOHANN SCHMIDT *(Klein's Story)*

In the now-extinguished timeline which Dr Elizabeth Klein (see *A43*) comes from, Klein was a scientist at Cambridge University until she was seconded to work on a special project in Berlin in 1962. Chairman Hitler had died the previous year and the cache of alien technology that Hitler had ordered be sealed away was being opened up for examination.

Among this treasure trove was the Doctor's TARDIS, taken when he was shot dead by an over-enthusiastic guard in 1955. It took some arm twisting before Klein was allowed access to the ship, and when she was finally given permission, she found she couldn't even unlock the doors. Figuring that the key might still be with the Doctor's body, she made enquiries, only to find that the corpse had vanished. Klein tried to force an entry using high-speed, diamond tipped drills, but all they achieved was to set off the TARDIS's distress call.

Shortly afterwards, Klein was contacted by Johann Schmidt, a young man with long, dark hair, handsome in a gothic sort of way. Schmidt had somehow acquired the key to the TARDIS, and he offered it to Klein in return for the opportunity to assist her in the examination of the time machine. He claimed to have an interest in temporal mechanics and to have picked up some useful bits of know-how here and there. Klein accepted – but with an armed guard to enforce Schmidt's cooperation.

Schmidt was true to his word, and his key unlocked the TARDIS. Together, he and Klein made good progress. When they discovered the TARDIS log, they theorised that it should be possible to return the ship to its most recent destinations. But navigation and independent flight eluded them.

Inspired by a passing comment from Schmidt, Klein realised they could use the TARDIS log to return the ship to Colditz Castle in 1944, where they knew the Doctor had been, kidnap him and force him to divulge his secrets. Klein's lover, Major Jonas Faber, recognised the danger to the timeline and forbade the journey. An argument escalated and a fight ensued. In the confusion, Klein managed to board the TARDIS and set the controls. But almost as soon as she stepped out into 1944, the TARDIS dematerialised, stranding her. As Faber had feared, Klein's presence at Colditz changed events and the Nazis didn't win the war. Klein's timeline vanished.

Johann Schmidt is, of course, a version of the Eighth Doctor from Klein's reality. In that timeline, since regenerating in 1955 and being stranded on Earth, he has been assisting political prisoners to escape Nazi justice and has been actively undermining the Reich's ethnic cleansing programmes. When the TARDIS's alarms activated in Berlin in 1965, Schmidt realised that he could manipulate Klein into putting history back on its proper path, but programmed the ship to strand her in 1944 as this was her destiny.

Klein last saw Schmidt as he struggled with Major Faber as she stole the TARDIS, Schmidt having already been shot twice. But of course, this version of the Eighth Doctor vanished with Klein's timeline.

JOHANN SCHMIDT

AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	8	STRENGTH	2

SKILLS
Athletics 3, Convince 4, Craft 2, Fighting 2, Knowledge 6, Marksman 1, Medicine 3, Science 5, Subterfuge 3, Survival 3, Technology 5, Transport 4

TRAITS
Attractive
Boffin
Brave
Charming
Code of Conduct (Major)
Eccentric (Major)
Empathic
Feel the Turn of the Universe
Impulsive
Insatiable Curiosity
Indomitable
Obsession (Major) – Recovering his TARDIS and restoring history
Photographic Memory
Precognition
Psychic
Resourceful Pockets
Run for your Life!
Technically Adept
Time Lord – Experienced x7
Time Traveller
Voice of Authority
Vortex

TECH LEVEL: 10
STORY POINTS: 8

JOHN SMITH *(Master)*

On the Earth colony of Perfugium (see *L121*), John Smith is a man with a mysterious past. Ten years ago, Smith was found wandering the streets of the main town with no memory of his previous life. It seemed likely that he was the victim of a terrible accident, possibly a fire, as he was hideously scarred from head to toe. Smith was taken in by Victor and Jacqueline Schaeffer, the former the town's Adjudicator (see *A70*), the latter his wife who works at a hostel. They became his closest friends.

Although his memory has never returned, Smith demonstrated remarkable medical skills, particularly as a surgeon, and was appointed as physician at the Sanatorium, becoming Dr John Smith. In addition, he has assisted Victor by providing psychological insights into his cases. When a Sanatorium patient called Wolstonecroft died, he bequeathed Dr Smith his large house on the outskirts of the town, together with his maid and his cat.

Despite his disfigurement and lack of memories, Dr Smith has made a happy life for himself on Perfugium. He grows his own tomatoes, makes his own wine and has a circle of friends. Smith believes that all life is precious, and the Scheaffers consider him to be the kindest person they have ever met. But if the Doctor were to meet John Smith, he would recognise him as the Master in his wretched, decaying form…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although he does not know it himself, Dr John Smith is indeed the Master in the Trakenite body that was shredded by the power of the Warp Core (see *Volume 1*).

Long ago on Gallifrey, there were two young boys who were best friends. But they were tormented by a bully named Torvic. One day, Torvic went too far, pushing one boy's head under the water and holding it there. To save him, the boy's friend killed Torvic with a rock. The boys burned Torvic's body and vowed never to speak of it again. But from that day on, the killer became more and more distant and angry as the guilt and rage ate away at him from the inside. When they grew up and left Gallifrey, one became the Doctor and the other became the Master.

But what the Doctor has forgotten, perhaps deliberately, is that it was he and not the Master who killed Torvic. Death (see *V157*) visited the Doctor the night after the killing and gave him a choice: to become her champion, or to give him his friend instead. The Doctor chose the latter, and it was the innocent boy who suffered the guilt and self-loathing for the crime, condemning him to become the Master.

Centuries later, Death came to the Doctor and made a deal. She would relinquish her hold on the Master for ten years, during which time he would remember nothing of his former life or his crimes. After ten years of happiness, the Doctor must kill his old friend, saving countless future lives. But can the Doctor bring himself to do this, particularly if John Smith has become a new man and fallen in love with Jacqueline Schaeffer?

JOHN SMITH

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS
Convince 4, Craft 3, Fighting 2, Knowledge 4, Marksman 3, Medicine 4 (AoE: Surgery), Science 3, Subterfuge 5, Survival 4, Technology 3, Transport 4

TRAITS
Amnesia (Major)
Boffin
Charming
Distinctive
Indomitable
Photographic Memory
Technically Adept
Time Traveller (Minor) – Tech Level 6
Time Lord – But cannot regenerate and does not have the usual anatomical advantages of a Time Lord
Time Lord – Experienced x12

If his memories are restored, the Master loses the Amnesia Trait and gains: Adversary (Major: The Doctor), Block Transfer Specialist, Eccentric, Hypnosis (Major), Obsession (Major: Survival at all costs), Percussive Maintenance, Reverse the Polarity of the Neutron Flow, Selfish, Time Traveller (All), Time Lord Engineer, Voice of Authority, Vortex, Vortex Born, Wanted Renegade, Weakness (Minor: Gloating)

TECH LEVEL: 10

STORY POINTS: 8

KADIATU LETHBRIDGE-STEWART *(1st in Transit)*

The child who would become Kadiatu Lethbridge-Stewart was created in the late 21st Century in the Imogen R&D labs in Leipzig, part of a super-soldier development programme. When Brigadier Yembe Lethbridge-Stewart of the United Nations Third Tactical Response Brigade closed down the facility, he was unable to euthanise the three-year-old child and secretly took her to be raised in the village of Makeni in West Africa. Yembe is the great-great-great-grandson of Brigadier Alistair Lethbridge-Stewart, who as a young lieutenant posted in Africa had had an extra-marital affair with Yembe's great-great-grandmother. Yembe adopted the child and named her Kadiatu after his great-grandmother. She has grown up to become a tall, athletic woman, with her hair usually worn in braids.

As the only surviving subject of Imogen's Ubersoldaten programme, Kadiatu has many unusual abilities. She is highly intelligent, extremely strong bordering on the superhuman, remarkably fast and has a low-level psychic ability. She has also been programmed with an innate understanding of combat and has a kill instinct which causes her to lash out at threats without thinking. During her childhood, she was taught the mental disciplines needed to control this. After leaving school, Kadiatu studied engineering at the Lunarversity on the Moon. When she was growing up, she had heard the stories of the adventures of Brigadier Alistair Lethbridge-Stewart with the Doctor. Kadiatu eventually realised that they were all true, so she researched the Doctor's appearances on Earth throughout history and realised that he is very dangerous to be around. Bernice Summerfield (see *A47*) referred to Kadiatu being Earth's Champion in response to the Doctor being Time's Champion.

Kadiatu finally met the Doctor in 2109, and he realised she had almost cracked the theoretical equations to enable her to build a working time machine. A few months later, she built the machine as part of her first job but stole it from her employers. Kadiatu's time machine used controlled thermonuclear explosions to punch holes in the fabric of space-time, leaving a trail of destruction. The Doctor tracked her down, but Kadiatu had become feral. He took her to the Worldsphere (see *L160*), a Dyson Sphere populated by the People (see *V165*), a civilisation almost as advanced as the Time Lords. There, Kadiatu was able to recover. She developed a safer method of time travel and became an agent of the People, who had previously been restricted from developing time travel by the Time Lords. The Doctor has since injected Kadiatu with Time Lord genetic coding to perfect her ability to navigate through time.

KADIATU LETHBRIDGE-STEWART

AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	5	STRENGTH	6

SKILLS

Athletics 5, Convince 1, Fighting 5, Knowledge 3, Marksman 4, Medicine 1, Science 4, Subterfuge 2, Survival 4, Technology 5, Transport 2

TRAITS

Boffin
Brave
Dark Secret (Major) – The only surviving subject of an experimental super-soldier program
Dependency (Minor) – Heightened appetite causes a reduction of 1 point per day in addition to the usual effect of food deprivation
Distinctive
Experienced x2
Fast (Minor)
Fast Healing (Major)
Feel the Turn of the Universe
Frenzy
Immunity – to all diseases and other infections
Natural Weapon (Minor) – Psychic Counter-Attack: mind automatically counter-attacks anything that tries to scan or invade it, inflicting S(4/S/S) dam.
Psychic
Quick Reflexes
Technically Adept
Time Traveller (Major) – Tech Level 9.
Tough
Vortex

EQUIPMENT

Hair Braids (Minor Gadgets): Data Crystal [Data Storage. Electronic Counter-Measures [Block Scan] 1 Story Points each.

TECH LEVEL: 6
STORY POINTS: 4

BLOCK SCAN – MINOR GOOD GADGET TRAIT

Block Scan is a Minor Good Gadget Trait that interferes with use of the Scan Trait and represents electronic counter-measures or similar. Similar to the Scan Trait, when Block Scan is purchased it must be nominated to work against either "general scanning" or "specific scanning". If chosen to block general scanning, it provides a -2 penalty on any Scan roll directed against whatever Block Scan is protecting. If chosen to block specific scanning, it provides a -3 penalty against the specific type of Scan only and -1 against other types of Scan. Block Scan can be purchased multiple times and these penalties are then cumulative.

KALENDORF *(Return of the Daleks)*

Kalendorf is a Knight of Velyshaa (see *Volume 1*). A warrior by birth, he became a diplomat and was sent on a secret mission to make a defence pact with the Earth Alliance. In the 42nd Century, the First Knight Praylaron had sensed the growing threat of the Daleks and charged Kalendorf with negotiating a treaty with the Alliance to counter it. But the Daleks launched their invasion of our galaxy before the negotiations could be concluded and Kalendorf found himself cut off from his own people.

But that was years ago by the time the Doctor crossed paths with Kalendorf on the planet Zaleria (see *L164*). Since then, Kalendorf has been a Dalek prisoner and has fallen in with Susan Mendes, the so-called "Angel of Mercy". Mendes has become a legendary figure on the occupied worlds, urging their people to cooperate with the Daleks in return for leniency. They would still be slaves, but they would be treated marginally better if they did not resist the invaders. Mendes has insisted that Kalendorf is vital to her work and that he accompanies her on her missions around the Dalek Empire. As a result, the Dalek Supreme has issued standing orders that Kalendorf is not to be exterminated.

Kalendorf and Mendes have undoubtedly saved millions of lives. But the Doctor considers them both to be the biggest traitors to civilisation since Mavic Chen. He does however know that their destiny is tied up with the defeat of the Daleks. The Doctor cannot stand in the way of history, and Kalendorf has to survive to fulfil his potential.

Kalendorf was trained since birth in all the noble and martial arts of the Velyshaan Imperial Court. He is also one of those Knights of Velyshaa who possesses a measure of psychic ability. In Kalendorf's case, he can communicate telepathically with others, but only when in physical contact with them. Despite this restriction, this ability has been of the utmost importance to Kalendorf, as it enables him to commune with Susan Mendes without the Daleks overhearing.

Although he appears on the surface to be a loyal, if stubborn, Dalek subject, Kalendorf uses his position to work with the various underground resistance groups on the Dalek-occupied worlds that he and Mendes travel to. Kalendorf is a seasoned campaigner and knows that the Daleks cannot be defeated by ragtag groups of rebels with limited means of coordinating their efforts with each other. He is in it for the long game, hatching a plan that is years in the making to ensure the utter defeat of the Daleks. Kalendorf has been spreading an order of rebellion among the slaves, one that will begin after a coded phrase is broadcast to them.

Kalendorf is a grizzled veteran. Now past his prime, he is nonetheless still a worthy opponent in combat and retains a Knight of Velyshaa's firm strength of purpose.

KALENDORF

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 1, Convince 4, Fighting 3, Knowledge 3, Marksman 4, Subterfuge 2, Survival 1, Technology 3, Transport 2

TRAITS
Brave
Noble
Psychic
Stubborn
Telepathy – Requires physical contact

TECH LEVEL: 7

STORY POINTS: 8

KLINUS *(The Lights of Skaro)*

Time has become broken on Skaro after an unstable Omega device was activated in an attempt to time-lock the planet. The result was the barriers of time being broken down, and past, present and future becoming intertwined. Anyone landing on Skaro gets caught up in uncontrolled time jumps, with time looping back on itself and experiences being repeated in a 24 hour cycle.

Within the Dalek city, the situation is a little different. The time jumps manifest as events from Skaro's long history fading in and out of perception. Benny was caught up in this after coming to Skaro in search of Ace (see *A39*). Once she had accessed the city, she experienced scenes from Skaro's past and its now uncertain future: a Dalek plague; the Emperor killed in the civil war returning to life as a phantom; Skaro destroyed by the Hand of Omega.

Among the ghosts she encountered was Klinus. She had initially met him outside the city, before she knew she was on Skaro. He had introduced himself as an artist, and then as a soldier. But Klinus was exterminated almost as soon as they got into the Dalek city, and she later met a phantom version of him.

The phantom Klinus revealed that he was already a ghost when Benny first met him. Like the other ghosts on Skaro, the time distortion had plucked him out of history for a brief second life and a second death. In life, he came from the end of the war that bred the Daleks. Klinus was an artist, and surprising as it might seem, the Kaleds still needed poets and artists in those final days. They just weren't very welcome in the Dome.

When the Dome itself came under Thal attack, the Kaleds no longer needed the artists. They needed recruits for a special project. Klinus was one of the first Kaled mutations fitted into Davros's prototype travel machines before the word "Dalek" had even been coined. It was perpetual agony. The scientists didn't try to stop the pain; they just fitted more implants to stop the mutants screaming. The pain was so great that Klinus can't remember what happened next. He can't remember what he did or how long he lived. He just obeyed without question as that lessened the pain a little.

Klinus could be any Dalek in the Universe, even the one that exterminated Benny's mother. Daleks have no names, no heroes, no stories. They die without being remembered, leaving just a scar on the universe. Klinus believes that he does not deserve to be grieved over.

In life, Klinus was attractive in an Aryan way, if a little vain. He and Benny enjoyed a brief romantic fling before he was exterminated. As a ghost, his touch causes anything to incinerate into ashes as the temporal potential is shorted out, causing an exothermic reaction.

KLINUS

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Craft (Sculpture) 5, Fighting 1, Knowledge 2, Marksman 2, Survival 1, Technology 2

TRAITS
Attractive
Natural Weapon (Major) – Incinerating Touch: L(4/L/L)
Weakness (Special) – Klinus is a phantom with no control over when he appears or fades away

TECH LEVEL: 5

STORY POINTS: 6

Klinus provides an opportunity for anyone trapped on Skaro at this time to learn something about who the Kaleds once were and what it means to be a Dalek. Perhaps there are other phantoms providing other insights.

LISA DERANNE *(Shakedown, Happy Endings)*

Lisa Deranne is the best solar yacht captain in the tri-planetary system of the late 26th Century. But solar racing is an incredibly expensive sport, and Lisa's only resources are her racing skills. Mostly she works for hire, a professional captain for wealthy owners. She does the work; they get the prizes. So she's decided to do it differently for the next inter-systems race.

This time, she's put together a syndicate, teaming up with four wealthy socialites with the necessary cash and a reasonable modicum of racing experience. With the money they've put up between them, she's bought an old space-clipper and converted it for solar racing, rechristening it *Tiger Moth*. Her contribution is her skill, offering the others the chance of a trophy they'd never get near without her. Each of the socialites have put in a quarter of a million credits, and they don't let Lisa forget that they're the ones who bought the ship, paid for its conversion to a solar yacht, and are paying all the racing expenses.

Lisa is always polite with her partners, even though she knows she's earned her reputation while all they've earned is their fortunes. But she can take it out on them when they're training on the ship's sail deck. That's when she can call the shots and let them know who's captain!

Even in plain silver space coveralls, her black hair dragged back by her communications headset, Lisa is a strikingly beautiful woman, with high cheekbones and expressive dark eyes. She has a strong, determined face, marred by the worry lines of constant strain. For more formal attire, Lisa wears an ornate captain's uniform more befitting her status.

Before the *Tiger Moth*'s conversion, the sail deck was its cargo hold. Now, it's the heart of the solar yacht. It's here that the crew control the ship. The deck is a large shadowy area lit by an eerie green glow, which now holds the main control console at the centre of a semicircle of virtual reality platforms. Having donned their VR goggles and gloves, the crew perceive the *Tiger Moth* as a great sailing ship, with themselves struggling with the wheels and cables and sails. Once underway, the ship's solar sails unfurl to catch the energy of the stars. The sails are the ship's weakest point. They're fragile, and if they break down, the *Tiger Moth* will lose power and just drift.

It's just before the ship's shakedown cruise from Station Alpha to Station Beta that things start to go wrong for Lisa. One of the syndicate failed to arrive in time, and she was relying on him to bring his financial contribution so she could pay for last-minute stores and the all-important race entry fee.

Fortunately, a random encounter with a rich tourist in the bar seemed to solve the problem. A race enthusiast, he offered to provide the missing funds and become part of the crew. True, he's a bit of a shady character and no one knows where he comes from. But what could possibly go wrong?

LISA DERANNE

AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 4, Convince 2, Knowledge 2, Marksman 1, Science 2, Subterfuge 1, Technology 5, Transport 5

TRAITS
Attractive
Brave
Demon Driver (Minor) – Lisa can increase a vehicle's speed by +2 and has a +2 bonus to Transport rolls when performing difficult stunts
Technically Adept

TECH LEVEL: 6

STORY POINTS: 6

TIGER MOTH
Armour: 4 **Hit Capacity:** 10 **Speed:** 20*

Traits: Scan, Travel
Story Points: 2

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

LORD SAVAAR *(Legacy, Happy Endings)*

The Doctor first met High Lord Savaar when they were both selected by the Galactic Federation to attend the biennial restatement of King Tarrol's vows to the throne of Peladon. Lord Savaar is a Martian of the Ice Lord caste. His body is encased in a much sleeker and smother armour than the rank and file Ice Warriors under his command, and he wears a flowing green cape flecked with silver, a smooth domed helmet and less bulky glove clamps. He nevertheless stands at eight feet tall, his slender but muscular body held with shoulders back, military-style.

Off duty, Savaar still tends to wear his long flowing cape, but his armour is replaced by black leathery trousers and a tight-fitting cotton-looking jerkin, with a red sash from shoulder to waist down his left side to denote his very high rank. Without his helmet, Savaar's natural reptilian features are clear. His head is heavily knobbed and lined, with black serpentine eyes whose eyelids nictate sideways over each other with alarming frequency.

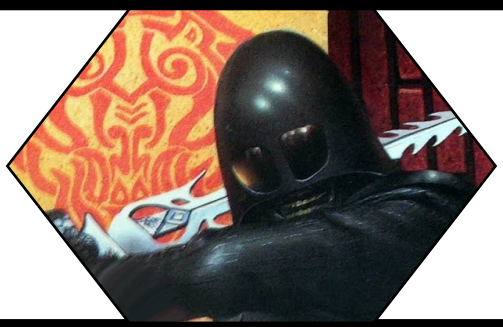
Lord Savaar has achieved his high rank through dedication and commitment, as the Martian hierarchy of the late Fourth Millennium is built upon achievement rather than linear privilege. As a result, Savaar has not been home or seen his family for many years. However, when he subsequently attended the wedding of Bernice Summerfield (see *A47*) and Jason Kane (see *A80*), he demonstrated that an Ice Lord loves to party hard!

Savaar's adjutant at the time of the ceremony on Peladon was Sskeet. Like many Ice Warriors, Sskeet is taciturn by nature, but utterly loyal to his commander. Although the Doctor was very suspicious of the Ice Lord and his adjutant, as he was of Izlyr several incarnations earlier (see *The Curse of Peladon*), Savaar proved himself to be an honourable Martian and Sskeet to be brave.

For their mission to Peladon, Lord Savaar and Sskeet arrived aboard the Bruk, a deep space cruiser and the foremost craft of the Galactic Federation, owned and piloted by the Martian Star Fleet. The cruiser carried a number of artefacts, including a replica of the Sword of Tuburr. This is a Martian weapon from the very ancient past, when young Martians would take an endurance test of survival. If they survived their time out on the tundra without armour or weapons, the Martian youths would take the Oath of Tuburr and pluck the shaft of Tuburr's sword from the heart of a red-hot brazier with their bare hands.

The original Sword of Tuburr is no more. It has been suggested that when the Ice Warriors' martial attitude softened many centuries before, the sacred sword was deliberately lost, hidden somewhere on Olympus Mons, as it represented a darker time (see *A53*). But the replica is a perfect copy. Its blade is slightly curved and one edge of it is lethally thin and sharp, with the underside peppered with ferocious barbs. It is too heavy for many humans to carry, and even some Martians are unable to wield it smoothly in combat.

LORD SAVAAR



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS
Convince 4 (AoE: Diplomacy), Fighting 5, Knowledge 3, Marksman 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Honourable
Cyborg
Military Rank (Special)
Natural Weapon – Sonic Gun: L(4/L/L) damage
Slow – Speed halved in Earth-like environments
Voice of Authority
Weakness (Major) – Heat (see *The Second Doctor Sourcebook* for details)

TECH LEVEL: 6

STORY POINTS: 10

THE SWORD OF TUBURR

Damage: Strength +4 damage
Traits: Armour-Piercing (ignores the first 5 points of Armour), Restriction – requires Strength 4 to carry and Strength 6 to wield in combat without penalty (Strength 4 has a -8 penalty and Strength 5 has -4)

MIKHAIL POPOV *(Birthright, Happy Endings)*

Although Benny (see *A47*) met Mikhail Vladimir Popov – Misha to his friends – in London in 1909, he is actually from St Petersburg in Russia. He is a private investigator in the service of Tsar Nicholas II and carries official documentation to prove it. While he is in Great Britain, he also carries an English translation of the relevant details, in case he needs to show it to the local police.

Back in St Petersburg, Popov took private English lessons for five years. His tutor was a certain Mr John Smith, and it was Smith who recommended that an English précis of his official papers might one day be brought to good use.

Popov is forty-nine years of age and is a short, fat man with a shock of untidy grey hair. Superficially, he seems harmless enough, often quite endearing in a bumbling sort of way. Gallant and polite, he can be charming with what he views as the fairer sex. But Popov also has a speed and vigour about him that totally belies his corpulent figure, and he is useful in a fight, either with his fists or the revolver he carries in the pockets of his customary greatcoat (along with a hip flask of whisky or vodka).

Although he is a private policeman back in St Petersburg, here in London he is only a bereaved father hunting for the killer of his daughter. Natasha was just one in a succession of young girls brutally slaughtered and thrown into the Neva river, or just left out in the streets. There were five murders in the August of 1908 alone, then three more in Moscow the following month, all showing the same hallmarks. In February of 1909, there were eight similar murders in the alleyways near Spitalfields market. It seems that the murderer has left Russia and is at large in London. If it costs him his life, Mikhail Vladimir Popov intends to find him and bring him to justice.

When Popov relates his tragic story, the bumbling and flirtatious detective seems a much more tragic figure. But his eyes betray the intensity of his thirst for revenge. He is a staunch ally to his friends, and a formidable and tireless adversary to his enemies. Benny identifies that he is a fighter, and she admires him for it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The murderer who has so far killed at least sixteen young women in St Petersburg, Moscow and now London is not of this Earth. It is a Charrl (see *V114*), or rather a succession of Charrl, which have been transported here through a space-time corridor from thousands of years in the future. Their species faces extinction as their adopted world is becoming increasingly hostile to life. The Charrl sent to Russia and Britain are implanting eggs in their victims, and when the eggs hatch, the offspring devour their former hosts.

Mikhail Popov is a brave man, but even he quailed at the sight of the Charrl when he first encountered one. But he soon rallied and is an effective comrade in arms.

MIKHAIL POPOV

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 3, Marksman 4, Medicine 1, Subterfuge 2, Transport 1

TRAITS
Authority (Minor) – In the service of Tsar Nicholas II
Brave
Charming
Obsession (Major) – Find his daughter's killer
Run for Your Life!
Voice of Authority
Well-Mannered

EQUIPMENT
Hip-flask
Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 8

MULDWYCH *(Birthright, Happy Endings)*

Thousands of years in our future, a Time Lord calling himself Muldwych lives in exile on the planet of Antykhon. This isn't a voluntary exile, but one which has resulted from the loss of his TARDIS in circumstances that remain unclear. By the time the insect-like Charrl (see *L114*) arrived on Antykhon, Muldwych had been there for five hundred years, and it will be another five hundred years or more before he finally regains his freedom.

In the meantime, Muldwych lives in a ramshackle wooden hut perched on top of Mount Kukúruk like a geriatric but still occasionally threatening vulture. Within, the walls are lined with shelves packed and creaking with the weight of his books. Muldwych has a small stove on which he can heat pans of water for his beloved tea (which he drinks with a large dash of whisky). The air within the hut is usually filled with the smoke and aroma of Muldwych's pipe, as well as his own personal odour.

Muldwych is a short, rotund figure. He has a lined and ruddy face which doesn't see a razor or a bar of soap for days at a time. His hair is untidy and is grey-brown streaked through with red.

The Charrl migrated to Antykhon when their own world was rendered uninhabitable by solar flares and pollution. But they have found that their new home is becoming increasingly inhospitable. Without the correct minerals to power their gravity ships, they have asked Muldwych for his help. The Charrl were already powerful psychics, and Muldwych has trained their chronomancers further, to the point where they can maintain a space-time corridor that they call the Great Divide. The other end of the corridor opened in Russia in 1908, the site of the Tunguska Explosion, but its unstable nature means that it has since drifted to London.

Muldwych's training of the chronomancers has allowed them to keep the Great Divide open, so that a few Charrl have been able to pass through. On Earth, they plan to implant enough humans with Charrl eggs to ensure the survival of their species. The Charrl Queen has recruited an agent on Earth, Jared Khan (see *V145*), to pursue the Doctor and capture his TARDIS. With this, the Charrl will be able to stabilise the Great Divide and allow the Charrl to pass through en masse. Muldwych then intends to get his hands on the TARDIS, the key to his freedom.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Muldwych finally gains access to the TARDIS, it rejects him back to Antykhon, which is revealed to be Earth thousands of years into the future, when it too has been devastated by solar flares. It is only when a Fortean flicker that the Doctor encountered on the planet Sakkrat (see *L131*) generates a narrow beam of chronons, is Muldwych able to escape. The Doctor then gives him the alt-TARDIS (see *G14*) from a parallel universe.

MULDWYCH

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	7	STRENGTH	2

SKILLS
Athletics 1, Convince 3, Craft 3, Fighting 1, Knowledge 6, Marksman 1, Medicine 2, Science 5, Subterfuge 4, Survival 3, Technology 4, Transport 3

TRAITS
Amnesia (Minor) – Some parts of Muldwych's long life are difficult for him to recall
Boffin
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Impulsive
Indomitable
Obsession (Major) – Regain his freedom
Psychic
Random Regenerator
Technically Adept
Time Lord
Time Lord – Experienced
Time Traveller (Special) – All Tech Levels
Vortex

TECH LEVEL: 10

STORY POINTS: 8

It is strongly hinted, but never confirmed, that Muldwych is an incarnation of the Doctor, either a future one or one from another dimension. It's possible that he is the incarnation that Ancelyn and Morgaine knew as Merlin (see *Battlefield*).

THE OTHER *(Lungbarrow)*

Three two one, three two one, A wreath of roses lay.
Rassilon's dead and Omega's lost, The other one's gone away.
Three to wonder and bide their time, They'll all come back one day.

In the days following the fall of the last Pythia (see *Volume 1*), Gallifrey was ruled by the Triumvirate, comprising Rassilon, Omega and a shadowy third figure whose true name has been lost to history. Perhaps Rassilon had it purged. That figure, massive both physically and in legend, is now remembered only as "the Other".

Quite who the Other was and what he achieved are uncertain. According to *The Book of the Old Time*, the Other plotted to overthrow Rassilon and fled when he was defeated, the Hand of Omega pursuing him forever through eternity. According to the stories that surround the festival of Otherstide, which celebrates his casting out, the Other stole the Hand of Omega.

The Doctor seems to have a connection of some sort to the Other, though what this is has been the subject of much speculation. Could they actually be one and the same Time Lord? Certainly, the revelations of the Timeless Child make this a distinct possibility. However, back in his ancestral home of Lungbarrow, the Doctor's subconscious mind took him back to view the events of the Other's final days on Gallifrey.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the aftermath of the Pythia's curse of sterility on Gallifrey, Rassilon and the Other were instrumental in saving their people by creating the Looms. With it no longer possible to produce natural-born children, the Looms (see *G23*) wove genetic material into new Gallifreyans. Each child of the Looms of Rassilon have thirteen lives, while Rassilon and the Other, relics of an older age, had but one life apiece. Or so the legends say.

After the loss of Omega, Rassilon's power grew, but not without dissent appearing in Time Lord society. Rassilon met this with force, an act that led to the Other vowing to leave Gallifrey. He knew that without him, Rassilon would be left with absolute control, with no checks or balances. But he ached to be free of schemes and ambitions, and free of his own dark, brooding self.

When Rassilon had his guards try to assassinate the Other, the Other knew he had no choice but to try to flee Gallifrey. Pursued by his enemies, he threw himself into the Prime Distributor of the Looms, apparently killing himself but allowing the possibility of his genetic heritage to re-emerge years, perhaps millions of years, later.

The Other and his wife (see *A93*) had a granddaughter by a son who had been killed in the war against the Great Vampires. She was called Susan, and she was the last natural-born Gallifreyan.

THE OTHER

AWARENESS	5	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	8	STRENGTH	5

SKILLS
Athletics 4, Convince 5, Craft 4, Knowledge 5, Marksman 4, Science 5, Subterfuge 5, Survival 5, Technology 6, Transport 3

TRAITS
Boffin
Feel the Turn of the Universe
High Office (Special)
Indomitable
Technically Adept
Time Lord – Depending on which legends are true, the Other may not be able to regenerate, or he may instead have the Proto-Time Lord trait (see *A93*)
Time Lord Engineer
Tough
Voice of Authority
Vortex
Vortex Born

TECH LEVEL: 11

STORY POINTS: 8

One year after the Other's death, the First Doctor was brought to Gallifrey by the Hand of Omega. He rescued Susan, who believed him to be her grandfather, and took her away from Gallifrey.

So, was the Other an early incarnation of the Doctor as one of the Timeless Children? Or were the Doctor's subconscious memories correct, and he inherited the genetic material of the Other? Or was the Other something else entirely?

PATIENCE *(Cold Fusion)*

When the Machine (see *G24*) was discovered on the ice-bound planet of the Scientifica (see *L134*), a body was recovered from the surrounding rock, almost fossilised but still clinging to life. The comatose form, that of an ancient wizened woman perhaps many centuries old, was placed in a cryogenic cylinder to preserve her life. After a year, the Scientifica ran out of tests to conduct on the body.

It was only when the Fifth Doctor arrived that the woman's mental processes restarted and she initiated telepathic contact with him, triggering a regeneration process in her. The gnarled face was replaced by high cheekbones and full red lips. Long blonde hair cascades down slender shoulders and over a delicately curved chest. In human terms she appears to be in her early thirties, with a flat stomach, long legs and a slim build.

Tegan named the woman Patience after mishearing her being referred to as "the Patient". It was only when Patience made telepathic contact with the Doctor that he realised that she is Gallifreyan. But anatomically, she is not a Time Lord. Patience has only a single heart. But her DNA is closer to the Doctor's than that of a human. A number of other organs are a different size, configuration or shape than a human's, and her blood has a completely different composition, as do her hormones and pheromones. Although Gallifreyan, Patience has not benefited from the genetic advances that her people later made to themselves.

Patience is a Gallifreyan from millions of years ago, at a time when Rassilon was experimenting with time travel and the earliest Time Lords were coming into being. Either her long period of inactivity or the shock of her first regeneration has left Patience's memories in pieces. She cannot remember her own name, but knows she was born of Blyledge, one of the Senior Houses of Ancient Gallifrey. Her husband was a pioneer and a member of the Supreme Council, one of the first Gallifreyans to enter the Vortex after it was discovered. He led an expedition into deep time, returning with charts and trophies from every corner of the universe. He was the enigmatic Time Lord known as "the Other" (see *A92*) whose true name is lost to history, but with whom the Doctor shares some sort of connection.

When Rassilon usurped the rule of the Pythia, he issued a decree that only the Loom-born (see *G23*) shall inherit his legacy. Enacting the Curse of the Pythia, he commanded that there shall be no more children born of women on Gallifrey. But the wife of the eldest son of Patience and the Other secretly gave birth to a daughter. Patience tried to escape using the Machine, her husband's time-ship. But something went wrong and the Machine crashed on the Scientifica's world millions of years in the past.

PATIENCE

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Craft 3, Knowledge 3, Science 4, Subterfuge 2, Technology 4, Transport 3

TRAITS
Amnesia (Minor)
Attractive
Noble
Proto-Time Lord
Psychic – Restricted to contact or recognition of other Gallifreyans only
Resistance – Radiation
Technically Adept
Time Lord – Experienced
Vortex

TECH LEVEL: 11
STORY POINTS: 9

PROTO-TIME LORD – SPECIAL GOOD TRAIT

A character with this Trait comes from Ancient Gallifrey, a time when Rassilon was still experimenting with what it means to be a Time Lord. A Proto-Time Lord has only one heart and does not possess a respiratory bypass. They are able to regenerate, but need outside assistance to trigger this. This may be technological aid or via a telepathic link with a full Time Lord. Proto-Time Lords automatically gain Psychic (Restriction: Contact or recognition of other Gallifreyans only), Resistance (Radiation) and Vortex, but not Feel the Turn of the Universe. They also get +1 to their Ingenuity, which is no longer restricted to a maximum of 6. Proto-Time Lords may purchase Time Lord Traits, but only with the agreement of the GM.

Proto-Time Lord costs 2 Character Points and 2 Story Points.

PENELOPE GATE *(The Room With No Doors)*

Feudal Japan in 1560 (see *L159*) is probably not the most likely time and place to expect to meet a Victorian lady, but that's where the Doctor first encountered Miss Penelope Gate. Penelope is a scientist from 1883 and the inventor of her own time machine. The former fact is unusual for a woman of her time; the latter is frankly miraculous.

At the time of their meeting, Penelope was twenty-seven years old. She is red-headed and a little plump. Her grey eyes are constantly moving, taking in the details of whatever surroundings she finds herself in. Penelope is self-confident and forthright, though this may be an unconscious reaction to her being patronised and talked down to by men throughout her life. For her travels, she wears an ensemble resembling a Victorian safari outfit. She also carries a pocket knife for emergencies and often a musket for defence.

Penelope invented her time machine for the scientific achievement and so that she could explore other times and places. She imagines meeting the likes of William Shakespeare, Marco Polo or Richard the Lionheart. The Doctor bragging that he has already been there, done that and bought the postcard may lead her to kick him in the shin!

Penelope's time machine is a converted hansom cab. Inside the carriage, one of the four seats is taken up with a weight of machinery like something escaped from a Victorian textile mill. The Doctor exclaimed it to be a clockwork time machine, but Penelope pointed out that she has actually adapted a miniature Analytical Engine to make the necessary calculations, using equations based on Riemann's metric tensor.

For her first jump, Penelope used a lightning bolt to power the machine, like something out of *Frankenstein*. She aimed for the year 2000 but ended up in Swindon in 1996. Isaac Summerfield (see *A77*) sent Joel Mintz (see *A82*) to rescue her from the police. Realising that he couldn't dissuade Penelope from continuing with her experiment, Joel decided to join her and got Tony the Tzun (see *V190*) to whip up a battery for the time machine. But, after a jump to the middle of the 21st Century, they found that it would only take them backwards in time, finally arriving in 16th-Century Japan.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor soon realised that, although the mutated Tzun battery provided by Tony generates enough power to run the Analytical Engine, it has nothing like the amount needed to actually distort the dimensions. Something else dragged Penelope's time machine back to 1560. After finding the true source, a Kapteynian (see *V146*) psychokinetic who was on the run from a Caxtarid slaver (see *V109*) and pulled the time machine here believing it to be a spaceship, the Doctor returned Penelope to 1883.

PENELOPE GATE

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS
Convince 3, Craft 4, Knowledge 2, Marksman 1, Science 5, Subterfuge 1, Technology 5, Transport 2

TRAITS
Boffin
Brave
Insatiable Curiosity
Technically Adept

EQUIPMENT
Pocket Knife: Strength +1 damage
Musket: 6(3/6/9) – takes a full Round to reload
Time Machine – actually just a hansom cab fitted with an Analytical Engine; it's incapable of travelling in time under its own power

TECH LEVEL: 4

STORY POINTS: 6

However, that isn't the end of Penelope's story. Later in her life, she met, fell in love with and married the Time Lord Ulysses (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*). Together with Mr Saldaamir, a survivor of the ancient Time Wars, they often went exploring. There is even speculation that Penelope and Ulysses might be the Doctor's parents, though as this fits with neither the Doctor being loom-born (see *G23*) nor the Timeless Child, this seems doubtful.

RUBY DUVALL *(Iceberg, Happy Endings)*

Ruby Duvall was born in London on 22nd December 1984, the daughter of Philip, a software developer, and Jacqui, from whose distant West African ancestry she inherited her dark skin. When Ruby was only two years old, her father was hit by a motorbike and was left confined to a wheelchair and able to talk only via a voice synthesiser. His disability and the subsequent financial problems caused tensions in the family home. After Jacqui later died of a plague disease, Ruby could not forgive her father for the burdens he had put on her mother, and on his single-minded devotion to himself and to his genius.

By 2006, Ruby Duvall is a correspondent writing for the *Sunday Seeker*. She has smooth brown skin, an aquiline nose, a prominent bone structure and an old scar flecking one cheek. At one metre eighty-five, Ruby is strikingly tall. She has coarse black shoulder-length hair and a direct, insolent gaze from dark brown eyes.

When she first started on her career, Ruby interviewed Isobel Watkins (see *The Invasion*), who had been a top photographer in the '70s. Some of Isobel's photos were of what she claimed were an invasion of extraterrestrial beings. Isobel said that governments around the world had known about it, that a United Nations Intelligence Taskforce led by a Brigadier Lethbridge-Stewart had fought them off, and that there had been a cover-up. Isobel said that when a duplicate Earth had appeared in the skies in 1986 (see *The Tenth Planet*), some of the reports made the alien invaders sound like the cybernetic creatures she had photographed. This too was covered up as a hoax. But Juby remains intrigued.

In 2006, the *Sunday Seeker* has agreed to fund a place for Ruby aboard a luxury Antarctic cruise sponsored by the Australian billionaire Sir Stanley Straker (the so-called Wizard of Oz). Working undercover to avoid undue attention, she is going by the name Ruby Roberts, and intends to write a piece on the cruise and maybe Sir Stanley.

The *Seeker* has provided Ruby with two new pieces of kit to test out. The first is the Nanocom, an experimental miniature computer which uses neural network software her father had developed. Ruby has discovered that it can be used to bypass electronic security systems, though that's probably not an intended function. The second is a Holocam, a handheld camera and video recorder capable of taking 3D holographic images.

As the cruise has progressed down towards Antarctica (see *L143*), another passenger has taught Ruby the basics of a martial art called Pah T'wa, which is based on the movement of animals. Pah T'wa is around a thousand years old and is connected to the Tao.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After the cruise reached Antarctica, Ruby assisted the Doctor in defeating the Cybermen, who she recognised from Isobel Watkins' descriptions. The Doctor offered Ruby the opportunity to travel with him. But she went to fetch her Holocam and by the time she returned, the Doctor had gone.

In 2010, Ruby attended the wedding of Bernice Summerfield and Jason Kane (see *A80*). By this time, she is working with psychic investigator, Hamish Macbeth (see *A72*).

RUBY DUVALL

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft (Journalism) 4, Fighting 2, Knowledge 2, Subterfuge 3, Technology 3, Transport 2

TRAITS
Attractive
Brave
Distinctive
Experienced
Fame (Minor)
Insatiable Curiosity
Run for Your Life!

EQUIPMENT
Holocam [Traits: Record (Minor), Transmit. Story Points: 2.]
Nanocom [Traits: Data Storage, Open/Close, Transmit. Story Points: 3.]

TECH LEVEL: 5

STORY POINTS: 9

SHERLOCK HOLMES & DR JOHN WATSON

(All-Consuming Fire, Happy Endings)

Preface to *The Adventure of the All-Consuming Fire*

As is well known, it was in the year eighteen eighty-one that I, John H. Watson MD, first met my dear friend Mr Sherlock Holmes. Over the course of the subsequent years, I have sought to preserve an accurate record of our adventures together, as fantastical as some of them may have been. In this regard, I owe a debt of gratitude to my editor, Mr Arthur Conan Doyle (see "The Fourth Doctor Expanded Universe Sourcebook"), who has ensured that I have retained a degree of credibility as well as authenticity in my recounting of our exploits.

Some of the investigations which Holmes and I undertook have remained untold, in some cases to protect the innocent or in the interests of national security, in others as I have deemed that the world is not yet ready to hear them. One particular case, that of the All-Consuming Fire, I had vowed never to reveal to the general public, considering it to be too outré to be believed. But with the tragic death of my dear friend at the Reichenbach Falls a little over a year ago, I have had a change of heart.

It was in eighteen eighty-seven that Holmes and I encountered a strange and, in some ways, sad little man identified only as "the Doctor", together with his travelling companions, a brave young lady called "Ace" (see *A39*) and the charming and attractive Professor Bernice Summerfield (see *A47*). I never discovered the true names of the Doctor and Miss Ace. But I flatter myself to say that I struck up an immediate friendship with Professor Summerfield, or "Benny" as she insisted on being addressed. This delightful woman became very dear to my heart in a very short space of time.

With that intrepid trio, Holmes and I embarked on a series of adventures so remarkable that I sometimes wonder if they ever happened at all. Together we faced sinister cultists and demonic creatures, and even set foot upon the soil of an alien world (see *L130*). Even Holmes, a man of superlative intellect and confidence in his native London, found himself so far beyond his usual experience that his unparalleled deductive abilities abandoned him. On a world far removed from our earthly realm, he simply had no frame of reference for his otherwise brilliant mind to work with.

It was with a great deal of happiness, though tinged with a small regret, that some months later, Holmes and I received an invitation to attend the marriage of Professor Summerfield to her fiancé, Mr Jason Kane (see *A80*).

But I am getting too far ahead of myself. Doubtless Mr Doyle will remove any statement from this preface which reveals too much information at too early a stage in the proceedings.

At which point, I will now confirm what many of my readers have most likely suspected for some years. That the names of both myself and my dearest friend are not in fact Sherlock Holmes and John H. Watson. But that these are merely the noms de guerres assigned to us by Mr Doyle, the better to protect our true identities from prying eyes and, dare I say it, the attentions of those whose criminal activities we have, in our own small way, curtailed.

Dr John Watson
London, 1892

SHERLOCK HOLMES

AWARENESS	6	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	5	STRENGTH	4

SKILLS
Athletics 3, Convince 4, Craft (Violin) 1, Fighting 4, Knowledge 6, Marksman 4, Medicine 3, Science 3 (AoE: Chemistry), Subterfuge 4, Survival 2, Technology 2, Transport 2

TRAITS
Agent of Scotland Yard
Brave
Distinctive
Eccentric (Minor)
Epicurean Tastes
Fame (Major)
Indomitable
Keen Senses (Major)
Photographic Memory
Super Amalgamated

EQUIPMENT
Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

SUPER AMALGAMATED – MINOR GOOD TRAIT

This is a Trait from the *Pulp Fantastic* RPG. The character's wide reading provides them with a +2 bonus to any roll (usually Intelligence and Knowledge) to determine the result of any Knowledge roll.

THE FURTHER ADVENTURES OF SHERLOCK HOLMES

The Sherlock Holmes stories provide a rich source of adventure ideas for the DWRPG. Many of the titles alone can provide inspiration for GMs, even if they are not familiar with the narratives themselves.

The Hound of the Baskervilles and *The Adventure of the Sussex Vampire* are two of the more obvious titles which could be used to generate scenarios for a campaign. Here are a few others, using just the titles for inspiration.

Adventure Seed: The Adventure of the Blue Carbuncle
Holmes and Watson are called in to assist Scotland Yard in the investigation of a theft from the British Museum. A large blue gemstone, insignificant in terms of its mineral value but recovered from a Saxon grave dating back a thousand years. Meanwhile, our time travellers arrive. Their TARDIS had picked up a distress call emanating from the Museum, but it has now fallen silent. Could the two events be connected? What if the stolen gem is not just a Saxon artefact, but a piece of alien technology, and the distress call has been answered by something with less than benevolent intentions for the Earth?

Adventure Seed: The Adventure of the Crooked Man
The Land of Fiction is breaking through into the real world, this time at the British Library. The Crooked Man (see *The Fourth Doctor Expanded Universe Sourcebook*) Is seeking to establish a bridgehead from which it can expand its sphere of influence. And what better place to start than the British Library, the greatest repository of books in the world? With every work of fiction in the English language at its disposal, how can the Crooked Man's plans not succeed?

Adventure Seed: The Adventure of the Six Napoleons
A man claiming to be Napoléon Bonaparte (see *The Sixth Doctor Expanded Universe Sourcebook*) has appeared in London in 1886. In normal circumstances, he would be consigned to a lunatic asylum. Except that his likeness matches that of Napoléon's portraits perfectly. And then a second Napoléon appears, and more. Soon, there are six Napoléons, all of them identical and all of them claiming to be the genuine article. Are they androids, clones, Napoléons kidnapped from history or alternate timelines, or something else? And who or what is behind this baffling mystery?

Adventure Seed: The Adventure of the Second Stain
There has been a murder in Belgravia. A prominent Member of Parliament has been found dead in his London townhouse, almost dismembered by the ferocity of the attack. But his assailant did not escape without injury. As well as the blood of the unfortunate politician, the carpet is discoloured with a second stain, a clear, sticky ichor which is decidedly non-human. In fact, analysis reveals it to be a close match to haemolymph, the blood of insects. What new horror is at large in the city? And what is its connection to the murdered man?

DR JOHN WATSON

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 2, Convince 3, Fighting 3, Knowledge 3, Marksman 4, Medicine 4, Science 2, Subterfuge 3, Survival 1, Technology 1, Transport 2

TRAITS
Agent of Scotland Yard
Brave
Charming
Empathic
Keen Senses (Minor) – Sight
Person of Repute
Reliable
Well-Mannered

EQUIPMENT
Revolver: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

TIME LORDS: THE LESSER CHAPTERS *(Lungbarrow)*

The Time Traveller's Companion introduced the concept of Chapter Packages containing the particular abilities and talents typical of each of the three major Chapters (sometimes called Houses) in Time Lord society, with only a generic package for the lesser Chapters. There are actually three lesser Chapters, each with their own peculiarities: the Ceruleans, the Dromeians and the Scendeles. These three have limited political influence in Time Lord circles, but they are nevertheless interesting in their own right.

Individual Chapter Packages for each of the lesser Chapters are provided here in order to offer players and GMs a wider variety of potential starting points for their Time Lord characters. Whilst it is possible that additional Chapters existed at some point in the past, their survival into the present day is generally considered to be apocryphal.

CERULEAN (Cost: 2 Character Points, 4 Story Points)

The Ceruleans have little political power but tend to be more idealistic in outlook than the other Chapters and commit themselves to what they perceive to be noble causes, such as what humans would think of as environmentalism. Many of the Outsiders who have rejected Time Lord society and live in the wilderness outside the Capitol came from the Cerulean Chapter. The Ceruleans' robes are light blue.

SKILLS: +1 Knowledge

GOOD TRAITS: Frivolous Talent, Time Lord

BAD TRAITS: Code of Conduct (Minor) or Obsession (Minor), Lesser Chapter

DROMEIAN (Cost: 2 Character Points, 4 Story Points)

Even by Time Lord standards, Dromeians are considered to be traditionalists and are generally opposed to any attempts to reform Gallifreyan society. They tend to be hidebound and lack imagination. Dromeians have little political power of their own, but often ally themselves with one of the major Chapters in order to gain greater influence than their Chapter would otherwise have. The Dromeians' robes are silver-grey.

SKILLS: +1 Convince

GOOD TRAITS: Owed Favour (Minor, by one of the major Chapters) or Stubborn, Time Lord

BAD TRAITS: By the Book or Owes Favour (Minor, to one of the major Chapters), Lesser Chapter

SCENDELES (Cost: 2 Character Points, 4 Story Points)

Generations ago, the Scendeles bankrupted themselves trying to outdo the other Chapters in funding their share of the construction of the Panopticon. Even today, they are viewed as the poor cousins of the other Chapters and are often overlooked because of this. Whilst Scendeles once believed that money could buy power, they now strive to earn it by hard work and merit. Scendeles' robes are in muted, subdued colours.

SKILLS: +1 Craft or Knowledge

GOOD TRAITS: Face in the Crowd, Time Lord

BAD TRAITS: Eccentric (Minor) or Impoverished, Lesser Chapter

LESSER CHAPTER – MINOR BAD TIME LORD TRAIT

A Time Lord character with this Trait belongs to one of the lesser Chapters and has a -2 penalty on all social contests against Time Lords of the three major Chapters (Arcalians, Patrexes and Prydonians) if those Time Lords become aware of the character's Chapter.

TIMOTHY DEAN *(Human Nature)*

In the spring of 1914, Timothy Dean is one of the smallest boys at Hulton College School in Farringham, Norfolk. As a result, he is being bullied mercilessly by the older boys. Timothy has to endure daily beatings with a length of tarred and knotted rope and other punishments at the whim of the house captains. His best friend – just about his only friend – is Anand, whose father rules a small independent state in India. The rest of the boys seem to hate them both equally. But it is only Timothy who receives the daily beatings. Timothy is physically weaker than the others, marking him out as a target.

A new master, Dr John Smith, who has just arrived at the school with impeccable references, sees Timothy as very sensitive. But in 1914 at a school whose aim is to produce army officers, this is not viewed as a positive attribute.

At night, Timothy often slips away to the orchard to sit in one of the trees. It's one of the few places where he can be assured of some peace away from his tormentors. Timothy sits in his favourite tree tapping the wood with his fingers, pretending to be a ragtime drummer. One night, the tree showed him what it contained: something Timothy calls the Pod. He doesn't know exactly what it is, but he knows it's important.

The Pod is a Biodatapod, a device for storing the genetic information and memories of somebody. This one contains the genetic information and memories of the Doctor, who has been reduced to a human being, the eccentric Dr John Smith. The Doctor wants to understand better what it is to be human. He stored the Pod in the tree until he's ready to return to being a Time Lord.

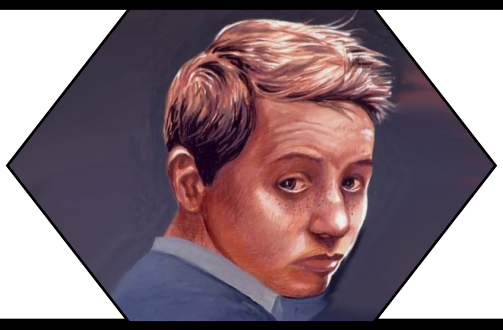
But Time Lord biodata has an effect on living things that it comes into contact with, making them a bit like Time Lords. Even the tree the Pod was hidden in, influencing it to reveal its secret to Timothy. Since finding the Pod, Timothy has begun to take on some of the aspects of the Doctor. He has flashes of foresight, dreams and visions of the future. He has even started to change physically, somehow acquiring certain aspects of Time Lord physiognomy such as a respiratory bypass system. He has become braver than before, which only serves to further antagonise the bullies.

But there are others searching for the Pod, the Aubertides (see *V100*) who are far more deadly than school bullies.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Timothy survived the Aubertides' attack on Hulton College. Although he returned to being physically human, he retained some of the Doctor's sensibilities. In the Great War that followed only months later, he was a conscientious objector but volunteered to join the Red Cross. Timothy lived into old age and died in 1995.

TIMOTHY DEAN



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	1

SKILLS
Craft 2, Knowledge 2, Subterfuge 2

TRAITS
Brave
Empathic
Marginalised

EQUIPMENT
Biodatapod [Traits: Another Lifetime (Major; Timothy can spend a Story Point to gain +1 Presence, Precognition, Psychic, Time Lord (Restriction – gains Time Lord physiognomy but not regenerative ability) for one scene); Data Storage. Story Points: 4.]

TECH LEVEL: 4

STORY POINTS: 8

NOTE: In the TV episodes *Human Nature/The Family of Blood*, Timothy Dean became Tim Latimer. See the entry for Joan Redfern (on page *A81*) for a brief note on the co-existence of both the novel and its TV adaptation.

TOM DEKKER *(Blood Harvest, Happy Endings)*

When the Seventh Doctor met him in Chicago in 1929, Tom Dekker had just set himself up as a private investigator of the hard-boiled school. He's a large man, well used to handling trouble, with a face that's been called "nicely ugly". In his dark-blue pin-stripe suit with a trench-coat and a snap-brim fedora, he looks everything the well-dressed private eye ought to be. True to type, he's full of wise-cracks, often topped up with a slug of bourbon.

Dekker used to be a cop. His problem was that, while most other cops felt it was a good racket in Chicago, Dekker had a dumb idea about him being some kind of public servant. He busted Pete "Goosey" Gusenberg of the North Side Gang for putting the muscle on a poor little slob of a saloon keeper. The guy wouldn't change suppliers, so Gusenberg broke his jaw. Dekker saw the ruckus and pulled him in. Goosey got a little damaged in the process.

Down at the station, Gusenberg had a private chat with the Precinct Captain, who called Dekker in and told him he's dropping the charge. He just happened to have an envelope stuffed with greenbacks which he offered to split with Dekker. So Dekker slugged the Captain too. The cops wanted to bust Dekker, but he threatened to tell the press boys what happened. So they did a deal. The cops got Dekker's resignation; Dekker got a licence to be a shamus.

Dekker works out of an office that used to be occupied by an insurance agent, until someone cancelled his policy with three slugs from a Saturday night special in a South Side speakeasy. The name on the window still says "Untermeyer Insurance". Suddenly shy a tenant and a month's rent, the landlord had rented Dekker the office at a bargain rate and thrown in the fixtures and fittings for free. He's now the proud owner of a hat-rack, a worn-out carpet, a cigarette-scarred wooden desk, one swivel and two rickety kitchen-type chairs, and a beat-up green filing cabinet filled largely with Chicago air. The desk is pretty empty too, except for the bottle of bourbon – well, the label says bourbon – in the deep file drawer.

On his first day in business, Dekker was hired by none other than Al Capone (see *V95*) to investigate a new speakeasy by the name of *Doc's Place* and the strange little man who owns it. The rest, as they say, is history.

The private detective work kept Dekker more or less solvent for a while. Until Eliot Ness sent Capone to Alcatraz and Prohibition was repealed. After that, things kind of slowed down in Chicago. What with the Depression, things got pretty tough. So when the Pinkerton Detective Agency offered him a job, Dekker was glad to take it. He worked for them for a while all over the USA, and then they put him in charge of their London office. Which is where Dekker met the Sixth Doctor and Peri in 1936, helping them out against the Players (see *The Sixth Doctor Expanded Universe Sourcebook*).

TOM DEKKER

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 2, Convince 2, Fighting 5, Marksman 3, Subterfuge 2, Transport 3

TRAITS
Brave
Tough
Unattractive

EQUIPMENT
Colt .45: 6(3/6/9) damage

TECH LEVEL: 4

STORY POINTS: 12

WILLIAM BLAKE *(The Pit, Happy Endings)*

The poet and artist William Blake was born in Soho in 1857 and, apart from three years in Felpham, he lived his whole life in London. The son of a hosier, Blake only attended school long enough to learn to read and write, and was largely educated at home by his mother. At the age of ten, he was enrolled in drawing classes and continued to read avidly on all manner of subjects.

Even as a child, Blake had experienced visions, seeing God through a window at the age of four, and trees filled with angels watching him when he was ten. As an engraver's apprentice working in Westminster Abbey, he saw Christ and his Apostles and a procession of monks and priests, even hearing their chants. Blake's visions continued throughout his life, and were usually associated with religious themes and imagery. His near contemporaries considered Blake to have been mad, but later commentators offer more sympathetic views. GMs wishing to offer an explanation for Blake's visions may wish to add Psychic to his list of Traits.

In 1779, Blake became a student at the Royal Academy, though he soon became critical of its president Joshua Reynolds and later denounced the Academy as a fraud. Blake's first collection of poetry, *Poetical Sketches*, was published around 1783 in an edition of only forty copies, given as gifts to Blake's friends. *Songs of Innocence and of Experience* was first published in 1789 and again five years later, including new poems. In 1804, Blake started his writing and illustrations for *Jerusalem*, the largest of his prophetic works, which would not be completed until 1820.

In 1811, Blake fell through a hole in time and found himself trapped in a netherworld which he likened to Hell (see *L80*). With the Doctor, he helped to prevent the return of the monstrous Yssgaroth (see *V202*) to our universe. Blake later attended the wedding of Bernice Summerfield (see *A47*) and Jason Kane (see *A80*).

William Blake remained a committed Christian, though he was hostile to the Church of England and, indeed, to organised religion in general. Politically, he was sympathetic with the aims of the French and American Revolutions, though he later rejected their political beliefs. He abhorred slavery and believed in racial and sexual equality.

During his lifetime, Blake's works were not held in particularly high regard. An exhibition for *The Canterbury Pilgrim* was poorly attended, sold none of his art and resulted in only one review and a hostile one at that. Towards the end of his career, he began to sell more, but largely to a friend who acted as a patron. William Blake died of liver disease in 1827, being survived by his wife, Catherine. He had sold less than thirty copies of *Songs of Innocence and of Experience* during his lifetime.

After his death, Blake receded further into obscurity before being reassessed by the Pre-Raphaelites in the latter half of the 19th Century and becoming increasingly popular during the 20th Century. Blake has influenced poets as diverse as William Butler Yeats and Allen Ginsberg, the British classical composers Benjamin Britten and Ralph Vaughan Williams, and songwriters such as Bob Dylan and Jim Morrison.

WILLIAM BLAKE

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS
Convince 2, Craft (Art, Writing) 5, Fighting 1, Knowledge 4, Subterfuge 2, Survival 1

TRAITS
Eccentric (Major)
Face in the Crowd

TECH LEVEL: 4

STORY POINTS: 8

MONSTERS AND VILLAINS

AGONAL *(Blood Harvest)*

There are beings in the universe, call them elementals, spiritual in essence, but with the power to interact with the physical world. They are often referred to as Eternals (see *Enlightenment*). Some are very powerful, some so weak you hardly notice them. Some are what you'd call good, some bad, and some completely neutral. To more primitive cultures, the good ones might be called gods, or angels or earth spirits; the bad ones devils, or demons or ghouls. The feeble ones like poltergeists can only manage to smash cups and slam doors in the night.

One of these beings has adopted the name Agonal, a Greek word meaning the agony of death. He, or it, is an Eternal who is both powerful and bad. But in a very odd way. He doesn't cause anything directly. But he magnifies the evil that already exists. The Spanish Inquisition burning heretics, the Terror in the French Revolution, the Charge of the Light Brigade in the Crimea, the First World War. Agonal didn't cause any of those events, but he has taken advantage of them. He chooses his period in history and intervenes to make bad things worse.

The Doctor has been urging the Time Lords to do something about Agonal ever since he started studying human history. But so far, they haven't felt that he is important enough for their attentions, particularly as he doesn't actually change history.

As an Eternal, Agonal isn't remotely human. But he can assume a human body. Fortunately, he almost always seems to choose very much the same appearance, that of a tall, thin, aristocratic-looking man. Almost certainly out of vanity, as he could easily choose to appear in a completely different form, either male or female, or even as something completely alien or monstrous. Agonal is also trans-dimensional. He can move through time and space pretty much as he likes. He can vanish from one planet and reappear on another, making him very hard to catch. He can even move between N-Space and E-Space at will.

Another of Agonal's gifts is the ability to cloud people's minds. He can turn up anywhere, make people accept him, even think they already know him, and influence their behaviour. Then he fades away and they forget he was ever there.

Agonal is immortal and virtually impossible to kill. It may be possible to contain him though. His one weakness is his vanity. He can't resist a challenge and believes himself to be unstoppable. It might be possible to lure him into a trap. But it would take some very impressive technology to contain him more than momentarily and prevent him from just vanishing.

Some Eternals nourish themselves on the emotions of ephemerals or the entertainment they can provide, staving off the ennui of their immortality. Agonal feeds on agony and death, and the more he can cause, the better he likes it. It amuses him. In any direct confrontation, he draws power from the strength and energy of his opponent, draining them while strengthening himself.

AGONAL

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	4

SKILLS
Convince 5, Craft 2, Knowledge 5, Subterfuge 4, Technology 2

TRAITS
Alien
Arrogant
Hypnosis (Major)
Immortal (Major)
Immunity – Cannot be killed
Psychic
Shapeshift (Special)
Special – Psychic Vampire: Agonal can use a contest of Presence + Convince to attempt to drain an opponent's energy, causing them 2(1/2/3) damage and gaining 1 Story Point per Good result and 2 SPs per Fantastic Result (up to his SP maximum of 12)
Teleport
Vortex
Weakness (Minor) – Agonal's vanity and overconfidence can be used against him

TECH LEVEL: 11
STORY POINTS: 6

AL CAPONE *(Blood Harvest)*

In 1929, Alphonse Gabriel Capone is on top of the world! Since Prohibition came in almost a decade before, Capone has made a fortune through bootlegging and racketeering. As head of the Chicago Outfit, he is the most powerful mob figure in the Mid-West. Though he doesn't quite control all of Chicago. There are the Gusenberg mob, the Aiellos and the O'Donnells, to name three rival gangs that Capone has to contend with.

Al Capone cuts a powerful figure. At only thirty years of age, he's a bulky man usually dressed in the best threads. But even the most expensive tailoring can't quite disguise his belly, though it's more muscle than fat. His body is topped with a big round head with greased-back hair and a plump, jowled baby-face. And then there's the scars that have earned Capone his nickname, Scarface.

The story the press ran goes that Capone got his scars in the Great War. The truth is he got them in New York when he was a kid, working in a bar on Coney Island. Capone had made some crack about another guy's kid sister having a nice ass, and the other guy pulled a knife on him. Capone had to have about thirty stitches. There are three scars: one on the left cheek, one on the jaw, and the third on the neck. They've faded with time and are no more than thin, white lines.

If Capone doesn't own Chicago, he sure owns the little suburb of Cicero, lock, stock and cops as well. He's owned it since the last elections, when so many bombs went off it was christened the Pineapple Primary. The bombs and bullets of Capone's hoods made sure the voting went the right way. The Mayor and City Council came with the package. To ram the point home, Capone dragged the Mayor out of his office and kicked him down the steps of the Town Hall for talking back.

Despite his fearsome reputation and the stories of gun battles with his rivals, Capone is also a businessman. He actually prefers to keep things peaceful. Shooting is bad for business, and he'll only kill you if he has to.

Under the name of Al Brown, Capone uses the Hawthorne Hotel as his out-of-town HQ. It's a three-storey brown brick joint on Twenty-Second Street, just west of Cicero Avenue. The Hawthorne is a high-class hotel that had gone down in the world – and come up again when Mr. Brown picked it for his residence. Now it has all kinds of improvements, like steel shutters at the windows and resident mobsters wall-to-wall. There's only one way into the Hawthorne, along a passageway that leads into the lobby. The front desk, cigar stand and all the lobby chairs face right down that passageway, and the lobby is always crowded with hard guys.

In 1929, Capone has his eyes on a new speakeasy that's appeared in town: *Doc's Place*. It's owned by a Doctor John Smith, and Capone wants to know all about him. Who he is, who his friends are, how much clout he has. Is he connected? Should Capone take him in, take him out, or leave him alone?

AL CAPONE

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 1, Convince 4, Fighting 4, Marksman 4, Subterfuge 1, Survival 2, Transport 3

TRAITS
Adversary (Major) – The Feds, other gang bosses
Brave
Distinctive
Tough
Voice of Authority
Wealthy (Major)

EQUIPMENT
Handgun: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 8

ALBINEX *(Return of the Living Dad)*

In their normal form, the Navarinos from the planet Navarro are best described as squat, wrinkly, purple starfish with suckered limbs, like cartoon space monsters. Most Navarinos use a transformation arch to disguise their true appearance when on pre-contact worlds.

The whole Navarino culture is based on frivolity and recreation, and all they want to do is have fun. They're so harmless the Time Lords even let them have limited time travel so that they can go on holidays, as was the case with the group of tourist Navarinos the Doctor and Mel encountered in Wales in 1959 (see *Delta and the Bannermen*). Though the Time Lords tax them mercilessly for the privilege.

Albinex is the exception. He despises Navarino culture. According to Albinex, the only Navarinos who ever do anything constructive are the children, and all they do is fix the machines that run the planet and let the adults get on with partying. While Navarino literature and art is all the rage in Earth's sector of the galaxy, Albinex dismisses it as adventure stories and comic books. He considers that there is no true art on Navarro, as you can't have art without conflict and suffering.

The Navarinos are the only nation to have survived a terrible war on Navarro, precisely because they couldn't be bothered to join in the fighting. But Albinex sees it as the Navarinos allowing the other nations to tear one another apart. He contends that they used to be warriors, that they used to be proud and strong, to have believed in courage and honour and taking action. Albinex still believes in those qualities. He wants to be able to pull his people together and form a Navarino army to return them to the glory days that he claims once existed. The trouble is, as the Doctor put it, half of them would be on R&R and the other half would go AWOL looking for a good pub.

Albinex believes that they are still his people, even though they never liked him. The Navarinos didn't want to play war with him. Albinex just didn't fit in. He never conformed to the Navarino archetype, and he's proud of it. So he stole a Navarino tourist spaceship fitted with time travel engines and left. Like all Navarino tourist ships, it's disguised, in this case as a yacht.

Unfortunately, Albinex got caught up in a space battle in 2543 between the Daleks and Earth forces commanded by Admiral Isaac Summerfield (see *A77*). Albinex's yacht took some damage, creating a temporal rift and dragging both his ship and that of Isaac back to the 20th Century.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Admiral Summerfield sees this as an opportunity to change future history and make the Earth more prepared to fight the Daleks. Unfortunately, he's intending to do this by stealing some launch codes and starting a small nuclear war.

ALBINEX

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS
Convince 3, Fighting 2, Marksman 4, Subterfuge 2, Technology 3, Transport 4

TRAITS
Alien
Alien Appearance
Alien Organs
Time Traveller (Minor) – Tech Level 5
Vortex
Weakness (Minor) – Their high metabolic rates make Navarinos susceptible to heat. Albinex has a -2 penalty to all actions in temperatures above 30°C and takes 2 points of damage above 40°C.

TECH LEVEL: 8

STORY POINTS: 5

Albinex is working with Isaac but is secretly allied to the Daleks and intends to start World War III. He is currently disguised as a short, plump man in his twenties with a penchant for denim and a lot of hair gel.

ANGELS *(Lucifer Rising)*

The atmosphere of the gas giant Lucifer (see *L114*) is a churning cloudscape. Deep within it, an ocean of liquid-metal zelanite alloy surges and crashes against islands of cloud. The liquid is viscous. Where it laps against the shore, pink and ochre clouds peel away in vaporous steaks. Dull pseudopodia splash upwards in slow motion, reflecting the colours of the cloudy bluffs. The surface of the ocean is not flat, nor does it even follow the curve of the planet, as gravity dictates that it should. Instead, great whorls like moon-sized fingerprints spin within the liquid, endlessly moving, shifting, evolving. Some parts of the surface are kilometres higher than others, and at different angles, and all are constantly shifting, as if, in some obscure way, the ocean is alive.

And there are the Angels, energy lifeforms living within the alien atmosphere of Lucifer, glimmering, shifting, merging, evolving. The Angels of Lucifer have very little solid mass, and they swirl and shift, constantly moving while somehow remaining perfectly still. Their bodies evolve like glowing patterns in a three-dimensional kaleidoscope.

The humans of Project Eden, sent to the Lucifer system to investigate how to extract the super-heavy elements suspected to lie at Lucifer's core, believe that the Angels are unintelligent and therefore also unimportant. But the Angels are the current form of a race of beings who, millions of years ago, lived on Moloch and Belial, two of Lucifer's moons. The Angels had transformed themselves into their current form in order to be able to live within Lucifer's atmosphere. They can modify their body structure, though it's unknown whether this is voluntary or not. When they die, they become heavier, much heavier, and sink down into the core of Lucifer. The humans came looking for the priceless elements at Lucifer's core, not realising that the Angels were the elements.

The ancient technology of the race that would become the Angels enabled them to rewrite space and time as they wished. They could move worlds in their orbits and change their own genetic structure. But the singularities at the centre of black holes were still beyond their grasp. At a point of singularity, the entire mass of a collapsed star is concentrated into a single point, and the laws of time and space fail. Strip away the mass, strip away the event horizon, and you're left with a gap in reality through which anything can come. The Angels worship singularities and believe that that's where their god lives.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 2157, the Angels manipulated the ships of the Interplanetary Mining Corporation (see *Colony in Space*) into creating a series of black holes orbiting Lucifer. The IMC intended to use these to suck away the atmosphere of the gas giant so that they could access the core for concentrated robotic mining of its super-heavy elements. But once the black holes had been created, the activation of the Angel's ancient morphic field manipulator (see *G25*) threatened all human life within the vicinity. IMC were thrown into disarray, and the Angels promptly sealed the entire system off from the rest of the universe. Now they have their black holes, their gateways to god, they do not need anything else.

ANGEL

AWARENESS	5	PRESENCE	3
COORDINATION	6	RESOLVE	5
INGENUITY	8	STRENGTH	N/A

SKILLS
Athletics 2, Craft 4, Science 7, Subterfuge 4, Survival 5, Technology 7

TRAITS
Alien
Alien Appearance
Aura – Awe
Environmental (Major)
Flight (Major)
Immaterial
Immunity – Physical damage

TECH LEVEL: 12

STORY POINTS: 4-6

ANTS *(Set Piece)*

The "Ants" are a type of robot which were created as the servitors of a human colony at the edge of the galaxy in the very far future. Their true name or designation is unknown. Each Ant is four foot high at the shoulder, with two legs and four insectoid arms, and of a reflective metal, silver with bronze highlights. Its eyeless head is festooned with antennae and jointed tools that pivot and twitch, like a Swiss army knife brought to life.

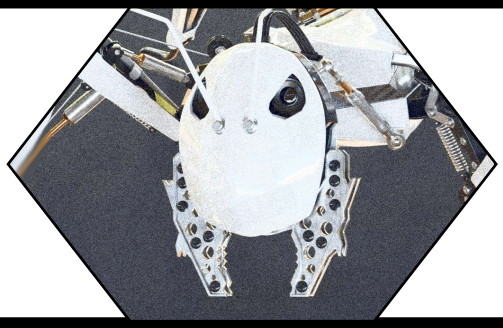
When some unknown disaster struck the colony, the Ants' masters built Ship (see *V182*) in order to escape. But their own bodies had already been compromised and were dying, so they could only upload their minds into Ship's computer in order to take them to safety. Although Ship is piloted by its AI computer, it has a complement of Ants on board, presumably to build and maintain a new colony at Ship's intended destination.

Shortly after its launch, Ship fell into a space-time rift, one of many caused by a primitive time machine created by Kadiatu Lethbridge-Stewart (see *A85*). Ship survived but found itself flung back into history and across the galaxy. It has been continuing to follow its last orders, to assimilate the minds of all the colonists. It interprets this to mean all humans, and has even extended this to cover all lifeforms it encounters. The rifts created by Kadiatu have provided it with the means to jump through time and space to locate more and more material for it to process. Ancient Egypt, Revolutionary France or alien planets, it makes no different to Ship or its robotic servants.

The Ants are Ship's workforce. They don't need to perform much in the way of maintenance as Ship is organic and heals any damage it takes. But they are a useful means to kidnap anyone and everyone present on the worlds that Ship visits. The prisoners are taken aboard Ship and their minds are extracted. Memories, information, knowledge, thought patterns, but all in pieces rather than whole intact minds. There are thousands of minds already stored in Ship's systems. To an outsider, it might seem that the Ants are the crew of the ship, and it is they who are collecting the minds.

An Ant's claws and the tools attached to its head are formidable weapons. But the Ants need to take their victims alive in order for their minds to be extracted. As well as being used to pick up command signals from Ship, their antennae have been modified to emit a dampening field which affects the thought processes of organic creatures. When it is active, there is a tell-tale ticking and buzzing from the Ant's head. Anyone nearby (within a 3 metre radius) must make a contest of Resolve + Strength against the Ant or become paralysed (Stun damage). A victim will usually recover quickly after the field is shut off.

ANT



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	4

SKILLS
Athletics 3, Fighting 4, Marksman 2, Technology 3

TRAITS
Additional Limbs (arms)
Armour (5 points)
By the Program
Natural Weapon (Minor) – Claws & Pincers: Strength +2 damage
Natural Weapon (Major) – Antennae: The Ants can generate a field that can paralyse organic lifeforms in a 3 metre radius: contest of Resolve + Strength or take S(S/S/S) damage
Networked (Major)
Quick Reflexes
Robot
Scan

TECH LEVEL: 8

STORY POINTS: 1-2

ARTEMIS *(No Future)*

Artemis! I call you! I call you in the name of Rassilon the Ravager! I call you in the name of Omega the Fallen! I call you in the name of the Other, he who completes the Trinity and whose name is forever lost! You must enter the continuum and pay me heed, for I would give you sustenance!

The Chronovores exist outside of the space-time vortex and feed on time itself. They are essential to the ecology of the cosmos. They help with structural flaws and snap up the ill-considered trifles of time-faring races. Some say that the universe would begin its collapse without them easing the stresses and strains of physics as they do. And of course, they are magic personified. The laws do not apply to them. They can do almost anything.

But the Chronovores can be constrained by certain rituals and incantations. Back in the Dark Times, the elder powers – the Dæmons, the Eternals, the Gods of Ragnarok and so forth – wrote all this down. Now we're just left with the pieces, trying to make sense out of them. But it was interpreting these pieces that enabled the Meddling Monk to capture one of these creatures, Artemis.

Like her cousin Kronos (see *The Time Monster*), Artemis can take on many forms. As a human, she most often assumes that of a woman in a black dress, with long black hair and a shining red mouth of immaculate teeth. Her red nails are like blades at the ends of her fingers, the air crackling around them as individual molecules disintegrate.

In her more natural form, she is a monstrous figure with vast black wings that flutter, crossing and recrossing in impossible patterns. Within it, a very female mouth appears, and a freezing cold accompanies her.

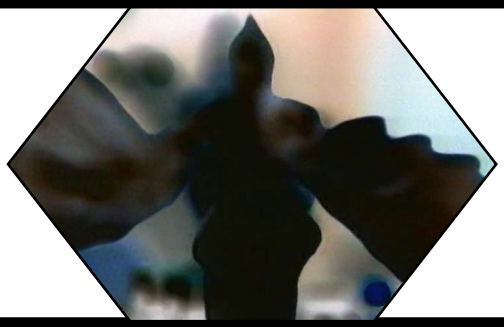
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After she was captured by the Monk, using a ritual involving the blood of six races – Time Lords, Minyans, Silurians, Daleks, Mandrels and Eternals – he imprisoned her in a containment sphere deep within his TARDIS. Artemis can emerge from the sphere but is trapped within the pentacle drawn around it. Using a series of rods inserted into the sphere, the Monk can influence Artemis's behaviour. While she is his captive, the Monk feeds her on a trail of chronons from a distant collapsar.

The Monk is using Artemis in his plans for revenge against the Doctor for stealing the directional unit of his TARDIS (see *The Daleks' Master Plan*). He has forced Artemis to construct alternative universes and change our own as a series of traps for the Doctor. So far, she has created a timeline in which the Third Doctor was killed by the Silurians (see *L142*); resurrected the Garvond (see *V132*), a creature from ancient Gallifreyan legend; granted the Aztec warrior Huitzilin (see *V141*) god-like powers; restored the Land of Fiction (see *L110*); and now she has removed the time loop around the planet of the Vardans, enabling them to prepare an invasion of Earth in 1976.

Artemis rails against her imprisonment and will avenge herself against the Monk if she is ever freed.

ARTEMIS



AWARENESS	6	PRESENCE	8
COORDINATION	4	RESOLVE	10
INGENUITY	7	STRENGTH	8

SKILLS
Athletics 3, Convince 2, Fighting 5, Knowledge 6

TRAITS
Alien
Alien Appearance
Fear Factor 3
Flight (Major)
Immortal (Special)
Immunity – Bullets and other conventional damage
Natural Weapon (Major) – Molecule-Rending Claws: L(4/L/L) damage
Shapeshift (Special)
Size (Special) – Artemis can grow to Size (Major) at will, with appropriate adjustments to her stats
Special – Consume: If Artemis wins a Fighting contest against a foe, she can choose to consume that foe's timeline. Doing so erases the victim from time; Artemis then adds the victim's Story Points to her own total.
Special – Master of Time: Artemis can manipulate time and space through her will alone by spending Story Points. She can destroy old timelines and create new ones in their place.
Vortex
Weakness (Major) – Artemis can be controlled and commanded by certain ancient and obscure rituals

TECH LEVEL: 11
STORY POINTS: 12

AUBERTIDES *(Human Nature)*

The Aubertides are quite literally what they eat. They are shapeshifters from the planet Aubis. They can eat anything organic and can duplicate it, so long as its genetic material is reasonably intact. They can even acquire the memories of what they eat.

Every hundred years, the Aubertide Queen lays eggs for the King to fertilise in the ground. The Aubertides that hatch are able to reproduce by budding, but there are limits. Each Aubertide can bud once, and that offspring can also bud once, and so on to a limit of six, the original plus a line of five buds forming a family. After that, the genetic material gets drawn too thinly for further reproduction.

AUGUST

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Knowledge 4, Marksman 3, Science 2, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Fear Factor 1
Networked (Major)
Shapeshifting (Special) – Can assume the form and acquire the memories of anything he eats
Vortex

EQUIPMENT
Photon Rifle: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 10

GREENEYE

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 3, Convince 5, Fighting 4, Knowledge 2, Marksman 3, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Fear Factor 1
Networked (Major)
Quick Reflexes
Shapeshifting (Special) – Can assume the form and acquire the memories of anything he eats
Vortex

EQUIPMENT
Swords: Strength +2 damage
Photon Rifle: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 8

For one particular family of Aubertides, the Dubraxine, a family of six is not enough. They are planning to create an army of themselves, and for that they require a Time Lord. The Dubraxine family is headed by August, father to them all. He produced Greeneye from a pouch he grew on his back. Greeneye gave birth to Laylock, who in turn produced Serif, who produced Aphasia, who budded Hoff.

In his current form, August is a thin, precise-looking man, with neatly back-combed hair and wearing a cape enclosing an elegant suit. Greeneye is a young man, well-muscled and vital, and having eyes of green, hence his name. He dresses in a long cloak and breeches, with two swords crossed in scabbards across his back.

Greeneye is full of guile and has a sexual lust for other species. Laylock is a solemn old humanoid with a grey beard. Serif is a dark figure with a hissing voice who favours wide-brimmed hats and white gloves. He has more advanced psychic powers than the others and the ability to influence the development of an unborn Aubertide child. Aphasia appears to be a girl of ten or so who has a floating red balloon with a dangling string and gas capsules in a concealed pouch in her wrist. Finally, Hoff is a big, bearded man whose belt holds numerous weapons.

Aphasia's balloon is actually a living creature with which she has a mental link. She can give it verbal commands and it obeys without question. It is composed of an organic substance not like rubber at all, and it can kill by smothering a victim's face and suffocating them. The balloon may be popped by sharp objects and may appear to have been killed, but it can reform in a short time. Aphasia feels the pain of any damage the balloon takes.

August and his family are all psychopaths who delight in death and suffering. They have devoted their lives to the pursuit of power and pleasure, with no political or sociological goals beyond that. But the Grand Circle on Aubis, six complete families comprising thirty-six members, was not enough for the Dubraxine. They were thrown off Aubis, conquered six solar systems in the local area

LAYLOCK

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 2, Knowledge 3, Marksman 2, Science 4 (AoE: Genetics), Subterfuge 3, Survival 3, Technology 4, Transport 2

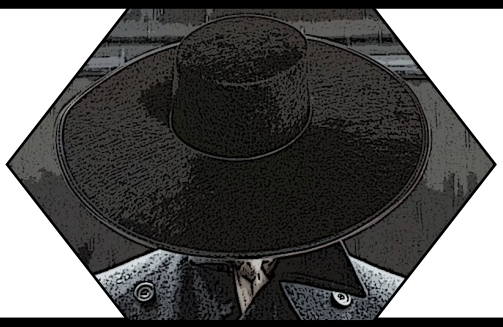
TRAITS
Alien
Bio-Chemical Genius
Fear Factor 1
Networked (Major)
Shapeshifting (Special) – Can assume the form and acquire the memories of anything he eats
Vortex

EQUIPMENT
Photon Rifle: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 8

SERIF



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 4, Knowledge 3, Marksman 3, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Fear Factor 1
Networked (Major)
Psychic
Shapeshifting (Special) – Can assume the form and acquire the memories of anything he eats
Special – Unborn Development: Serif can influence the development of unborn Aubertide children in the womb. For each Story Point he spends, the child will be born with 2 points of Skills or Areas of Expertise as Serif desires.
Telepathy
Vortex

EQUIPMENT
Photon Rifle: L(4/L/L) damage

TECH LEVEL: 8

STORY POINTS: 8

APHASIA

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 1, Knowledge 2, Marksman 2, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Fear Factor 1
Networked (Major)
Shapeshifting (Special) – Can assume the form and acquire the memories of anything she eats
Unthreatening
Vortex
Weakness (Minor) – If her balloon is injured, Aphasia feels the pain and takes Stun damage

EQUIPMENT
Gas capsules: 5(2/5/7) per Round of exposure in a 3m radius
Photon Rifle: L(4/L/L) damage

TECH LEVEL: 8
STORY POINTS: 10

using biological weapons, used the proceeds of their economies to fuel new weapons research and conquered several more. They have already retuned to Aubis and slaughtered their fellow Aubertides, but a sort of lethargy has set in.

The family Dubraxine encountered a Time Lord on the planet Apertsu who was acting as a security consultant. They kidnapped him, intending to see if Serif could use his psychic abilities to prise the secrets of regeneration from him. But his mind was too labyrinthine, so they took a genetic sample and consumed it between them. Nothing happened save a fever that nearly killed them. The Time Lord escaped and, moments later, they found themselves time-looped. The family was only saved by Greeneye's

APHASIA'S BALLOON

Attributes: Strength 2, Coordination 5, Awareness 3
Skills: Athletics 3, Fighting 4
Traits: Fast Healing (Special), Flight (Major), Natural Weapon (Special: Smother – If the balloon make a successful Coordination + Fighting attack, its victim beings to suffocate; see Drowning rules), Tough, Weakness (Major: The balloon may be burst by any sharp object inflicting at least 1 point of damage that gets through its Toughness; it is incapacitated until its Fast Healing has fully restored it)
Story Points: 1

intuition that you could outrun a time loop by completing the action spiral faster and faster.

The whole adventure has given the family a new aim in life, to take on the attributes of a Time Lord, including the ability to regenerate. The Aubertides' genetic matrices are similar enough to Time Lords' that each of the thirteen incarnations of an Aubertide Time Lord would be able to bud, and each newly budded descendant would be able to regenerate twelve times itself and have a child each time. So an individual Aubertide would be able to have thirteen children, and each of those thirteen. They would become an army, and with Serif's skills at influencing a child as it develops in its parent, they would be able to create individuals suited to particular tasks. The Aubertides, or more particularly the family Dubraxine, would become a major force in galactic affairs.

So they set up Laylock as a bodysmith on the planet Crex, and he turned out to have a natural affinity for using nanites to reconstruct the bodies of the rich to suit their desires. They let it be known that he was in a position to give a Time Lord whatever form or mind they wanted. After months of waiting, a Time Lord contacted them. Not just any Time Lord but the Doctor, who wanted to become human to understand human grief better. The Doctor had even written a fictional memory print for his human self, a schoolmaster in England in 1914.

The Doctor's request was perfect. The Biodatapod that would extract the Time Lord genetic information and make it useable by an Aubertide takes days to run. The Aubertides believed that when the Doctor arrived on Earth, he would leave the Pod somewhere and forget about it, and they could just retrieve it. But when the family arrived in the village near the Doctor's school, they couldn't find the Pod anywhere. They will just have to take more violent measures to locate it.

The Aubertides have access to a lot of advanced equipment and weaponry, including a vortex tunnel.

NOTE: For the TV adaptation of *Human Nature*, the Aubertides became the Family of Blood. Although superficially similar, the Aubertides are far more developed than the Family of Blood in terms of characterisation and background. They can easily be considered as being a completely different species (and are far more effective and defined). See the entry for Joan Redfern (on page *A81*) for a note on the co-existence of both novel and TV adaptation.

HOFF

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 2, Fighting 3, Knowledge 4, Marksman 3, Subterfuge 4, Survival 3, Technology 4, Transport 3

TRAITS
Alien
Fear Factor 1
Networked (Major)
Shapeshifting (Special) – Can assume the form and acquire the memories of anything he eats
Tough
Vortex

EQUIPMENT
Wrist Scanner [Traits: Scan. Story Points: 1.]
Plasma Blaster: 6(3/6/9) damage
Photon Rifle: L(4/L/L) damage
Hoff usually carries various other weapons

TECH LEVEL: 8

STORY POINTS: 8

AZATHOTH *(All-Consuming Fire)*

Azathoth is a god of anarchy and chaos, one of the pantheon of Great Old Ones (see *V136*) whose worship sprang up on various planets across the universe at more or less the same time. The Silurians venerated them, as did the gargantuan entities that ruled Earth a hundred thousand years before them. Hundreds more races sacrificed in their names. There was even a cult amongst the Shobogans of Gallifrey at one time.

Reputedly, Azathoth is the amorphous blight of nethermost confusion that blasphemes and bubbles at the centre of all infinity, coexistent with all time and conterminous with all space. According to some myths, it gave birth to the cosmos and drifted discorporate through the void for untold time. Across the universe, her followers prayed that she would be born into a physical body. After billions of years, their prayers were answered and Azathoth became incarnate amongst them.

The legends tell of a war against the followers of Azathoth. They were defeated and Azathoth was banished to the cold, hard world of Ry'leh (see *L130*), where she remains to this day.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In a cavern in the ruined city of Kadath on the icy planet of Ry'leh, lies the creature that calls itself Azathoth. It looks like nothing more than a big fat slug grown to monstrous proportions. A slug with a mouth that drools thick strands of black saliva. The stench alone is enough to make the eyes water.

But this creature isn't a Great Old One. It's a cosmic cuckoo masquerading as Azathoth and trading on the reputation of a being far greater than it could ever be. It's just a galactic confidence trickster with the telepathic power to make others love it by speaking the Word of Azathoth in a voice that murmurs seductively with sweetness and light in the mind. By bestowing the Mark of Azathoth on certain of its worshippers, it can transform them into monstrous Rakshassi (see *V173*). The Doctor suspected Azathoth to be in its larval stage, and that in adulthood, it would itself resemble a gigantic Rakshassa.

This Azathoth can control the mind and force those under its control to love and worship it. But it's imprisoned on Ry'leh, with alien mercenaries called Shlangii as guards. Unbeknownst to whoever imprisoned it here, there's a dimensional short cut between Ry'leh and Earth that can be opened by singing certain tones and harmonies. The song that opens this portal was known to some of the wise men in India, where Sherlock Holmes' (see *A96*) father heard it and noted it down. Sherlock's brother, Sherringford, later used it to open the gateway and travel through to Ry'leh, where he fell under Azathoth's spell.

AZATHOTH

AWARENESS	4	PRESENCE	6
COORDINATION	1	RESOLVE	5
INGENUITY	4	STRENGTH	8

SKILLS
Convince 5, Knowledge 4, Science 3

TRAITS
Alien
Alien Appearance
Fear Factor 2
Hypnosis (Major) – The Word of Azathoth
Indomitable
Infection – The Mark of Azathoth: Victims of this are transformed into Rakshassi
Psychic
Size – Huge (Major)
Telepathy
Tough

TECH LEVEL: 7

STORY POINTS: 10

Sherringford is now intending to raise an army back home and bring them through to Ry'leh to battle the Shlangii guards, causing a diversion while Azathoth escapes back to Earth to establish a new cult for itself.

BIG MOTHER *(Zamper)*

Big Mother is the title used by the successive rulers of the Chelonian Empire (see *V115*) until the uprising by the Respect for Life faction in the 60th Century. After the sack of the maternal palace by the rebels and the cultural reformation of Little Sister, the last Big Mother fled Chelonia with those ships of the imperial fleet that he could muster.

Like all Chelonians, Big Mother is an egg-laying hermaphrodite and, apart from his title, he is usually referred to in the masculine: he, him, his. In his youth, the final Big Mother saw active service in the defence of Chelonia. But by the time that he was deposed from the throne, he was ancient and infirm. Within his chamber on the imperial flagship, Big Mother's massive carapace is supported by toughened metal webbing hooked up to robust pillars in each corner, his atrophied limbs drooping towards the floor. A thicket of tubing disappears into his shell just below his neck, supplying him with vital fluids. Big Mother's aged eyes are now so sensitive that his rooms are kept very dark at all times.

Big Mother's face, once renowned and adored up to the furthest limits of the empire, is now desiccated. But there remains around him something of the serenity of the old court, the environs of the now toppled maternal palace of the Chelonian capital. His unblinking eyes seem to say that the empire will endure, and the coup, the rise of the usurper and the ignoble dealings with human parasites are the merest blip.

Big Mother's voice is high pitched but rough as a claw-blunting board, the words flowing from the thin slit of his mouth like water from a rusty pipe. The only movement he can manage comfortably these days is to swing slowly from side to side, causing the elasticated supports of his webbing to creak. Big Mother's eyes are almost white and drool cakes his chin in a dry, grey crust. A nurse constantly fusses over him, checking the machines that supply him with fluid, measuring the waste collected in the bag hooked over his rear.

Although no Chelonian in what remains of the imperial fleet would ever say it aloud, many secretly believe that Big Mother is simply a figurehead, and not a terribly useful one. They have forgotten the active service of his youth, and that in his younger days, he travelled throughout the empire on diplomatic visits and the like. But he is still a symbol of the past's importance.

Many cycles ago, an unfortunate turn of events brought Big Mother face-to-face with the Doctor, at that time still in his sixth incarnation. Big Mother's yacht had been trapped for months at the centre of an agglomeration of frozen stellar matter and the Doctor had succeeded in digging them all out. So when the Seventh Doctor opposed the Chelonians' plans on Zamper (see *L165*), Big Mother was obliged to refrain from ordering his death during their meetings, no matter how irritating or obstructive the freakish parasite became.

BIG MOTHER

AWARENESS	2	PRESENCE	5
COORDINATION	1	RESOLVE	3
INGENUITY	3	STRENGTH	1

SKILLS
Convince 4, Knowledge 5, Marksman 2, Science 1, Technology 2

TRAITS
Adversary (Major) – Human parasitic scum!
Alien
Alien Appearance
Armour (5 points)
Authority (Major)
By the Book
Cyborg
Forgetful
Size – Huge (Minor)
Stubborn
Weakness (Minor) – Like all Chelonians, Big Mother is vulnerable to molecular resonance, including specific sonic frequencies, which can render him paralysed

TECH LEVEL: 6

STORY POINTS: 8

BROTHER TOMAS *(The Death of Art)*

In Paris of 1897, Brother Tomas is a member of a lay brotherhood that has gained a small measure of success in treating opium and absinthe addicts. Dressed in the robes of a monk, Tomas seems both far older and far balder than anyone has any right to be. He can also be taciturn to the point of apparent imbecility.

But appearances can be very deceptive, as Brother Tomas is one of the most powerful people in France. He is the Grandmaster of the Brotherhood of the Immanant Flesh (see *V107*), a secretive society whose members have acquired powerful psychic abilities. In fact, the mind within Brother Tomas is that of Jean Mayeur, a prominent politician who is believed to be dead.

Fifty years before, Mayeur first met the man who provided him the opportunity of real power, but who is now his mortal enemy: an English toy-maker named Montague (see *V158*). Montague was able to manipulate matter with his mind. Back in London, he had used this power to create ectoplasmic manikins from his doll's house to kill his enemies. But when the doll's house was stolen by the Shadow Directory, a secret department of the French government, Montague's powers diminished. It seems that the doll's house was their source and focus.

Montague followed the trail to Paris, where he formed an alliance with Jean Mayeur of the Brotherhood. Although Mayeur recovered the doll's house, the relationship between the two became strained as Montague's behaviour became more and more excessive and erratic. He began to believe that the Brotherhood was plotting against him. Which was true, as they had become scared of what he might do.

When Montague severed ties with the Brotherhood, taking his doll's house with him, he didn't at first realise that Jean Mayeur had stolen one of the doll's chairs. Whereas Montague has somehow absorbed much of the power of the doll's house within his brain, Mayeur prefers to keep it in the chair, outside himself. He has seen the power of corruption and mutation it has had on the followers of Montague, transmogrifying them into monstrous creatures under the toy-maker's control. Mayeur carries the doll's chair with him in a small, black, wooden box and handles it only with a pair of silver tweezers. Like Montague and the doll's house, Mayeur can use the power of the chair to magnify his own psionic abilities and to mutate others into monsters under his absolute control.

Jean Mayeur knew that Montague might attempt to kill him, so he made contingency plans. When the time came, he used his mental abilities to transfer his mind into the body of Brother Tomas. If necessary, he will do this again and again, and achieve a form of immortality.

BROTHER TOMAS

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	1

SKILLS
Convince 5, Craft 2, Knowledge 5, Subterfuge 3

TRAITS
Adversary (Major) – Monatgue
Authority (Minor)
Distinctive
Hypnosis (Major)
Psychic
Wealthy (Minor)

EQUIPMENT
Doll's Chair [Traits: Possess, Transmogrification (see *V158*). Story Points: 6.]

TECH LEVEL: 4

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The source of the psychic powers acquired by Montague and Mayeur is a subatomic race called the Quoth (see *V172*), who have survived the destruction of their homeworld and drifted to Earth. They need to mine a material found in the human brain to use for reproduction, a side-effect of which is the activation of latent psychic potential.

THE BROTHERHOOD OF THE IMMANENT FLESH *(1st in SLEEPY)*

The Brotherhood of the Immanent Flesh is a secret society founded in Paris during the Third Republic of the late 19th Century, at which time its teachings were based on a belief that the essence of flesh, of protoplasm, is upheld by a power or potential force permanently pervading the universe. By channelling that force, members of the Brotherhood are able to achieve great things with their minds. Later in its existence (when it is known simply as the Brotherhood), its beliefs are more rationally explained as seeking to unlock the psychic potential of the human mind.

The Brotherhood is led by a Grandmaster. In 1890s Paris, this is Jean Mayeur (see *V106*), formerly a veteran member of France's Council of Deputies, his mind now hopping from one body to another as his enemies catch up with him. Mayeur's psychic abilities are enhanced by subatomic aliens called the Quoth (see *V172*). The Quoth's reproductive cycle requires chemicals which on Earth are present inside the brains of humans. The process of extracting the material they need stimulates the psychic nodes of the brain, driving the host to new levels of power.

At this early stage in the development of the Brotherhood, there are factions among its membership. A particular thorn in Jean Mayeur's side is a splinter-group led by a toy-maker named Montague (see *A158*). When the Doctor takes the Quoth to a new home away from Earth, the powers of the Brotherhood and Montague are greatly diminished, but the Brotherhood survives.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 1987, Dr Greco of the Brotherhood investigates Gabriel Tyler (see *A66*) because of his psychic abilities. A few hundred years further on, in the early 23rd Century, the Brotherhood secretly carries out scientific research into maximising the psychic potential of mankind. It is behind the Dione-Kisumu Company's creation of an AI called GRUMPY (see *A69*), which is capable of encoding psi powers in viral form. But the virus is rendered useless to the Brotherhood after the Doctor develops a cure.

The Brotherhood survives into the late 30th Century. By this time, the Grandmaster is a gestalt of twenty-eight telepaths. As one of its members die, a replacement is recruited, making the gestalt effectively immortal. The telepaths are a mix of people, different heights, different looks, different ages. But they all share the same blank expression, and their actions seem to be coordinated in some way. Not quite identical, but with a rhythm like the spread of a wave among them.

In 2981, the Brotherhood is backing Duke Walid (see *V125*) to take the Imperial Throne following the death of the Empress, a stepping stone in their aim to spread telepathy across the human race. Their plan is to use the power of the Nexus (see *L124*) on Saturn's moon Mimas, part of an ancient Time Lord early warning system against the return of the Great Vampires, to activate psychic abilities in humans throughout the Solar System.

GRANDMASTER (30TH CENTURY)

AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	7
INGENUITY	4	STRENGTH	3

SKILLS
Convince 5, Knowledge 5, Science 2, Subterfuge 3, Technology 3

TRAITS
Clairvoyance
Hypnosis (Major)
Indomitable
Networked (Major) – The gestalt
Possess
Psychic
Telekinesis
Telepathy

TECH LEVEL: 6

STORY POINTS: 4-6

THE CARNIVAL QUEEN *(Christmas on a Rational Planet)*

Once upon a very long time ago, the universe was a place of endless miracles. No harsh sciences, no mundane little laws of physics, no guiding principles. Just an infinity of possibility.

But the Watchmakers, one of the first Great Races, grim-faced men in robes of grey, rejected the possibility and the wonder. They wanted existence to be precise, to be mechanical, so that they could live their lives to a solemn timetable. They wanted a rational universe. They were beings of Reason, and they invented rules that tied creation down. One by one, the wonders died. The monsters and the angels and the children of the Pythia and all the others.

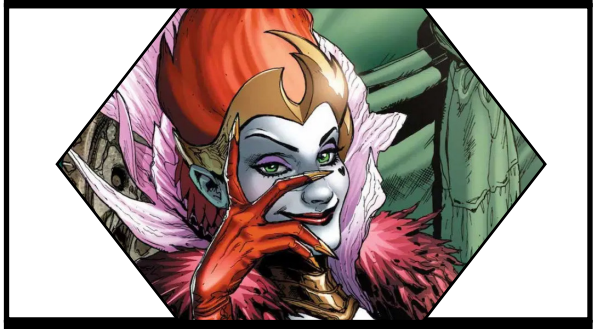
The Watchmakers became Kings of Reason, Masters of Space, Lords of Time. The greatest of all the Watchmakers, the first King of the Majestic Clockwork and his two companions, the engineer and the other whose role is less defined, pulled all those little irrational parts of themselves, those small corners of their souls that believed in the superstitions, out of themselves and flung them into the sky. And their people did the same. They grasped their irrational shadows and hurled them away, screaming, crying, forsaken. The shadows congregated in the upper atmosphere, becoming one great cloud of unreason.

The Watchmaker King banished the cloud and it shrieked across the skies, exiled from its homeworld. It screamed through galaxies, unwanted and alone, until the rational universe opened up and it vanished into the darkness on the other side of existence. There, in a little corner of creation cut off from the rest of the universe, in the dark places on the other side of Reason, the shadow was trapped in the Watchmaker King's prison-realm for three-and-a-half billion years.

All the time the shadow was imprisoned, it has managed to influence things a little, pushing a few irrational ideas out into the rational universe. A sorceress here, an alchemist there, a pocket universe somewhere else. The shadow has become Cacophony, the Carnival Queen who whispers words into the occasional ear. She has managed to nurture a few special powers, latent psychic abilities waiting to be triggered. She has pushed her children, the Gynoids, out into the rational universe, clockwork robots in female form which have a distortional effect on the continuum.

But the Carnival Queen has not been able to venture out into the rational universe. For that, she will need an invitation and an avatar. An invitation perhaps caused by some careless probing of the Vortex or tampering with a TARDIS, which creates a breach in the prison. And an avatar provided by a host body, willing or otherwise. Once she is free, Cacophony plans to turn the universe inside out with the return of irrationality and unreason. She is not bound by linear time. If she makes herself known on Earth during its Age of Reason, she makes herself known on every other planet during every other Age of Reason. In different times, simultaneously. A universe of unreason. Forever and ever.

CACOPHONY, THE CARNIVAL QUEEN



AWARENESS	4	PRESENCE	6
COORDINATION	*	RESOLVE	5
INGENUITY	6	STRENGTH	*

*N/A in natural form; otherwise as host body.

SKILLS

Convince 5, Craft 6, Knowledge 6, Survival 4

TRAITS

Alien
Alien Appearance
Aura – Unreason: Anyone failing to resist Cacophony's aura (a contest of Presence + Resolve with Cacophony having a +2 bonus) suffers a -4 penalty on any rolls involving skills such as Science or Technology while they remain in the area of effect
Environmental (Major)
Flight (Major)
Hypnosis (Major)
Immaterial
Immortal (Major)
Possess
Psychic
Telekinesis
Telepathy
Teleport

TECH LEVEL: 11
STORY POINTS: 10

GYNOID

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Fighting 2
Traits: Aura (as the Carnival Queen), Machine, Robot
Tech Level: 11 **Story Points:** 1-2

CAXTARIDS *(Return of the Living Dad, The Room With No Doors)*

The Caxtarids are one of the castes of the people indigenous to the fourth planet in the star system of Lalande 21185 in Ursa Major. At least, that's how it's known to humans. They are a humanoid species with metallic red hair and eyes. With dyed hair and contact lenses, they could walk down a main street in pretty much any era of Earth history without attracting undue attention.

When the Doctor visited Lalande, he became involved in a rebellion. The government had developed a viral weapon which could kill anything with DNA. The Doctor stole the virus so the government couldn't use it as a threat against the rebels, as a result of which the rebellion succeeded. A few years later, in 1985 by the Earth calendar, the government triggered one of the viral caches during another rebellion. The virus got out and chewed everything living up. The day it escaped, there was complete panic at the facility where it was stored. The government and their civil servants tried to keep what was happening a secret. But the corpses just kept on stumbling out of the cordoned-off area in their hundreds of thousands, their flesh peeling off in chunks and the grass disintegrating where they trod.

Everyone and everything was infected. Within five years, it had spread across the entire planet. Even the planned emergency evacuations failed when the virus chewed through the ships the way it was designed to. By the time the Doctor became aware of the situation, it was too late for him to do anything. It had happened and history had locked in place. Lalande was a dead world.

But until then, the Caxtarids are renowned as being a cruel people. The Ke Caxtari caste are slavers. They trade in people and prize preserved human eyes as highly valuable trophies. During the Sixteenth Century, they conquered the planet Kapteyn 5, a world with dozens of sentient species (see *V146*). They wiped out four of them, made deals with another eight, and enslaved the rest. Other Caxtarids are arms-dealers or planetary strip-miners, or are involved in other morally dubious trades. They are also known to be experts in the creation and use of living torture machines, such as the Prompter of Confessions, a cybernetic organism which connects to the centres of the brain that control pain perception, and the Manacle of Flesh, a variant designed to partially inhibit the motor nerves.

Caxtarid slavers often use drones for remote reconnaissance. These are roughly football-sized robots with camera-lens eyes and a component below them that looks disconcertingly like a mouth.

THE PROMPTER OF CONFESSIONS [Major Gadget]
Traits: Hypnosis (Major; resistance roll is Resolve + Convince against the user)
Cost: 2 points

CAXTARID SLAVER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 3, Fighting 4, Marksman 4, Subterfuge 3, Survival 2, Technology 3, Transport 2

TRAITS
Alien Appearance (Minor)
Selfish

EQUIPMENT
Percussion Rifle: 7(3/7/10) damage

TECH LEVEL: 6

STORY POINTS: 4-6

CAXTARID DRONE

Attributes: Awareness 4, Coordination 4, Ingenuity 1, Presence 1, Resolve 2, Strength 1
Skills: Athletics 3
Traits: By the Program, Flight (Major), Machine, Record (Minor), Robot, Scan, Size – Tiny (Major), Transmit
Tech Level: 6
Story Points: 1-2

THE MANACLE OF FLESH [Minor Gadget]
Traits: Entrap (Minor; resistance roll is Resolve + Convince against the user)
Cost: 1 point

THE CELL *(The Highest Science)*

The Cell had been nothing more than a gene-strain in a phial when galactic criminal Sheldukher (see *V179*) stole it from the laboratories of Checkley's World. The gene-strain was encoded to create pure, self-supporting intelligence, and the scientists had been intending to produce an organism with the necessary characteristics for extrasensory abilities.

Sheldukher had secured the gene-strain within a containment bubble fixed to his ship's navigation computer and allowed it to grow. A monstrosity has evolved from it. On one side, it has obviously attempted to sprout some sort of head but has missed out on vital details like a nose and hair. The other side of its top half is a purple, crystalline structure that juts up in irregular peaks. Most horrifically, the creature's central body, if it could be called that, is a mass of raw grey brain tissue from which flop tiny, twisted organs and spreading, bark-encrusted roots. The Cell sizzles and crackles like an animated rasher of bacon, and it can speak in a halting screech, the purple slit between its eyes producing a voice like a fingernail scraping along a blackboard.

Sheldukher has kept the Cell alive for perhaps hundreds of years while he and his crew submitted themselves to cryo-sleep during their long voyage through the stars. Sheldukher has ordered the Cell to search for the legendary planet of Sakkrat (see *L131*). As soon as it detects a world with the same size, age, atmospheric envelope and mineral composition as recorded in the legends, it will wake the sleepers. The Cell's growth of sensory organs means that Sheldukher has not needed to route commands through the ship's computer.

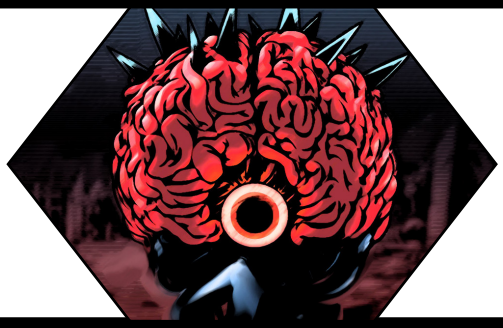
For those hundreds of years, the Cell has been in agony. It desires only to complete its programme and for Sheldukher to then kill it. But its obsession with its own demise is proving to be a distinct irritant, and Sheldukher keeps it in line by regularly passing an electrical shock through the Cell's containment bubble. When it has finally located the object of its quest, Sheldukher will transfer the Cell into a carrying case, an oblong box about four feet by two, with which to take it ashore and continue his search for "the Highest Science" that the legends speak of as surviving on Sakkrat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Cell is Project FXX Q84, the ultimate development of the gene laboratories of Checkley's World. It has the potential to out-think all other forms of life, though its attempt at evolving into the perfect lifeform – a combination of animal, vegetable and mineral – might indicate otherwise.

Checkley's World is also known as the Horror Planet. It is home of a secret experimental centre which has developed some of the more revolting defence systems of the galaxy. The Cell is the end product of their genetic research, something so valuable that the resourceful and wealthy consortium that funded it will stop at nothing to retrieve it. They have set up the legends of the Highest Science on Sakkrat as a lure to trap Sheldukher and recover the Cell.

THE CELL



AWARENESS	7	PRESENCE	2
COORDINATION	1	RESOLVE	2
INGENUITY	5	STRENGTH	1

SKILLS
Knowledge 2, Technology 1, Transport 1

TRAITS
Alien
Alien Appearance
Impaired (Major) – The Cell has no usable limbs and cannot move
Networked (Major) – Ship's computer
Psychic
Repulsive
Scan
Telepathy

EQUIPMENT
Containment Bubble: Provides the Cell with 4 points of Armour

TECH LEVEL: 6

STORY POINTS: 5

THE CHAELIS *(A Thousand Tiny Wings)*

The Chaelis are a gestalt species. What might be considered a single Chaelis consists of a flock of hundreds or even thousands of small birds, a little like iridescent turquoise hummingbirds. Sentient avian species are rare, largely because they tend not to be able to manipulate tools or build machines. The Chaelis have got around this by using other creatures. They have developed a parasitic relationship with another species from their own planet, over which they exert a telepathic control.

The host creature used by a flock of Chaelis is basically humanoid, but with two joints in each leg and arm. They have reticulated skin and possibly the saddest eyes the Doctor has ever seen. The Chaelis perch on their host, using their sharp claws and beaks to cling to its skin, causing thousands of tiny, bleeding scratches. Although having a measure of intelligence, the host has little free will and cannot even speak in any recognisable language, just producing grunts and moans. When the Chaelis leave their host for any period, it just remains immobile, often lapsing into sleep or unconsciousness.

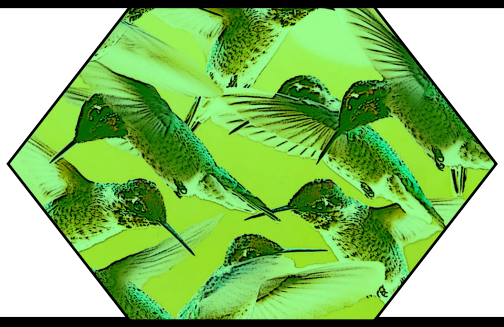
When perching on their host, a flock completely covers its body as if it's clothed in feathers from head to foot. The tiny feathers of each bird are immensely soft and flexible, but they are capable of inflicting nasty wounds if they slice against the skin edge on. The birds' claws are also poisonous, a by-product of the Chaelis's biological research. Their hosts are immune to the poison, having been inoculated with a vaccine.

As a flock, the Chaelis have a group intelligence. But individually, they are relatively mindless. If a flock is depleted in numbers, its intelligence and its control over its host will both fade, and they will revert to their animal instincts.

The Chaelis are skilled at developing biological weapons, which they sell to other species who are willing to pay highly for microbes that could infect their enemies. The Chaelis have plans to become the most powerful economic force in the galaxy, and when other races have wiped each other out or bankrupted themselves then they intend to take control. The Chaelis themselves are of course immune to their diseases. Their microbes all contain a genetically engineered weakness, a biological trapdoor that can be exploited by a particular toxin, the Chaelis's cure-all.

To guard against the risk of infecting their home planet with a new disease for which they haven't yet developed a cure, the Chaelis surveyed a number of worlds to find a suitable base for their experiments and they identified Earth as being ideal. Its atmosphere matches that of their own world. Its insects can be eaten by them, and much of its vegetation can be eaten by their hosts. In the 1950s, the Chaelis set up a base in Kenya, where the heat and humidity make for an ideal breeding ground for their microbes, and the local population provides perfect test subjects!

CHAELIS



AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	4	STRENGTH	1

SKILLS
Athletics 3, Convince 1, Fighting 2, Medicine 4, Science 3, Survival 2, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Flight (Major)
Infection – If the Chaelis manages to injure an opponent (even a single point of damage), the victim must make a Difficulty 12 Resolve + Strength roll or become infected with the Chaelis's plague, automatically taking 1 point of damage every 10 minutes unless cured
Networked (Major)
Swarm 6
Weakness (Minor) – If the flock is depleted in numbers, it loses its Ingenuity (reduced to 0) and control over its host

TECH LEVEL: 6

STORY POINTS: 3-5

CHAELIS HOST

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 1, Resolve 2, Strength 3
Skills: Athletics 1, Survival 1
Traits: Alien, Alien Appearance, Enslaved, Mute, Networked (Major), Tough
Tech Level: 6 **Story Points:** 1

THE CHAPTER OF ST ANTHONY *(St Anthony's Fire)*

The Chapter of St Anthony was formed after the eventual dissolution of the High Catholick Church on Earth. All the faiths had been merged with the idea of creating planet-wide peace, but the result was a disaster. No one could agree on anything, so the Chapter stepped in to fill the power vacuum.

In the 22nd Century, the Chapter of St Anthony headed to the stars in their cathedral-ships on a crusade to spread their faith to the newly discovered peoples of the cosmos. The Chapter's message is not one of peace. Those who don't convert to their religion are devoured by the purifying flames of St Anthony's Fire. On the ground, the Chaptermen use flame-jets to deliver their message. From the heavens, the cathedral-ships can burn entire cities with blasts of fire from the artificial suns which power them.

Chaptermen are swathed from head to foot in silk robes the purple of arterial blood. Their heads are shaved and topped by purple skull-caps. Recruits are indoctrinated into the faith and are brainwashed to such a degree that they live only for the Chapter. Penitents are sentenced to terrible punishments, and self-flagellation is common among the ranks. Heretics and heathens brought aboard the Chapter's ships are flung into a column of nuclear fire that burns within the heart of the cathedral.

In 2148, the head of the Chapter of St Anthony is Magna William Hon Yuen Yong. He is a tall, muscular man of thirty-five years, with beautiful Chinese features and long, sleek, coal-black hair pulled tautly behind his head. Yong is a cruel man who enjoys witnessing and administering the tortures that his faith employs. His rooms aboard the Chapter's flagship are enormous and sumptuously decorated in dark blue and gold leaf. A ceiling of staggering extravagance curves over the chamber's legions of cool marble columns, fountains and exquisitely carved furniture.

The central cathedral is no less impressive, though not as ostentatious. It is an immense space. Its walls, carved from blocks of pale stone, are hung with faded tapestries. Two sets of double doors flank a central aisle at the head of which, at the very top of a flight of steps, stands a plain wooden throne. Huge windows fill the space with sunlight when the ship is within a solar system or starlight when it is not.

The Chapter's cathedral-ships are black craft of phenomenal size, their sleek structures mottled with strange spiny protuberances. Massive engines take up most of the sterns, but the bows are shaped into a kind of clawed hollow like a crab's pincer. When administering the cleansing Fire of St Anthony, the fabric of the hull seems to blister and an immense red circle, like the mouth of Hell, opens to disgorge a tower of flame too intense to look upon.

The instrumentation that channels the artificial sun through the ship was the invention of Magna Yong's father and is kept running through the diligence and loyalty of many Chaptermen. It gives light and heat to the entire ship, as well as the raw power of Saint Anthony's Fire itself.

MAGNA YONG

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Convince 5, Knowledge 5 (AoE: Theology), Subterfuge 2, Technology 2

TRAITS
Attractive
Authority (Major)
Distinctive
Obsession (Major) – His religion
Obsession (Major) – Sadism
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

CATHEDRAL-SHIP
Armour: 8 **Hit Capacity:** 40 **Speed:** 10*

Traits: Scan, Transmit, Travel
Weapons: St Anthony's Fire – 30(15/30/45) damage to everything within a 1km radius of the blast, Armour-Piercing (ignores 10 points of Armour)
Story Points: 6

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

THE CHARON *(Sky Pirates!)*

Long, long ago, there emerged a race of beings who could to some extent control space and time. The Time Lords. They were the single most powerful species in the galaxy, and having had a head-start in the natural selection stakes, they decided to keep it. Entire species that might pose a threat were quite simply eradicated.

Those exterminated creatures were not exactly evil as such, merely utterly incompatible with life as we can know it. A galaxy in which they existed could not possibly allow the Time Lords, mankind or anyone else to exist too. It was a simple matter of us or them, or so the ancient Time Lords thought. In practice, it just meant that they simply killed, and kept on killing until the perceived threat was gone and they felt safe. They encoded pattern-recognition systems into the genetic memories of their unborn young, so that any last survivors that were subsequently found would be automatically wiped out.

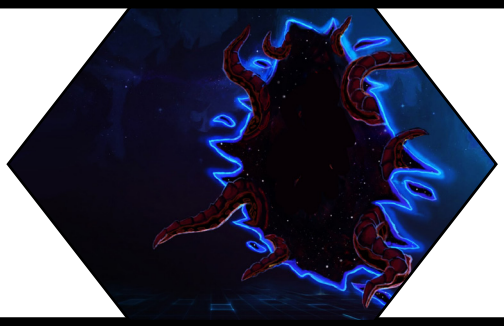
The Time Lords called one of these races the Charon. Nobody knows what they called themselves. They were builders, twisting the very fabric of the universe around their distortive metadimensional mass. They built worlds that nothing humanoid could live in, and so, of course, they had to go.

The Time Lords thought that direct contact with these things would mean instant shrieking madness and death. But they forgot about the basic defence systems of the humanoid mind, such as a sense of humour. A more humourless and po-faced collection of individuals than the Time Lords you could never hope to meet, and the ancient Time Lords were no better. The entire race of the Charon, and countless others besides, were wiped out because the Time Lords thought they couldn't coexist with them. They could have. They could have lived with the Charon, and they might even have eventually been able to live peacefully. But they didn't try.

The pattern-recognition processes inside the mind of every Time Lord since then are linked to automatic reflexes. On encountering a Charon, these reflexes would override a Time Lord's normal responses and take control. They would be forced to kill the Charon, to destroy it utterly, and they wouldn't be able to stop themselves.

One Charon somehow survived the genocide of its race. It constructed the System (see *L146*), a pocket universe with its own physical laws, in which to hide. The Charon is self-regenerating and effectively immortal, and it still lives. Its appearance is so horrific to the eyes of everyone from our universe that it can only be perceived as an absence. It is seen by the shapes it doesn't make, as though the eyes are refusing to see it, the brain flatly and hysterically refusing to register it. That it is huge and bloated and terrible is undeniable.

CHARON



AWARENESS	5	PRESENCE	5
COORDINATION	4	RESOLVE	7
INGENUITY	7	STRENGTH	8

SKILLS
Athletics 1, Convince 2, Craft 5, Fighting 3, Knowledge 4, Marksman 1, Science 5, Subterfuge 4, Survival 4, Technology 5

TRAITS
Adversary (Major) – The Time Lords
Alien
Alien Appearance
Aura (Abhorrence) – Affects Time Lords only; any Time Lord who fails to resist the Charon's aura is compelled to try to kill it
Clairvoyance
Fast Healing (Special)
Fear Factor 4
Immortal (Special)
Invisible (Special Bad)
Last of My Kind
Psychic
Size – Huge (Minor)
Tough

TECH LEVEL: 11

STORY POINTS: 8

The Charon is at the end of this particular life-cycle, and if it is not stopped, it will destroy the System and everything in it to start again anew. Paradoxically, it is very, very lonely and finally wants to die.

CHARRL *(Birthright, Happy Endings)*

According to some, the Charrl are the noblest species this galaxy has ever known. A race of the greatest poets and the finest philosophers, creators of over three hundred of the Six Hundred and Ninety-Nine Wonders of the Universe. Never once in over five thousand years did they go to war with another race except in self-defence. The Charrl are perhaps the mightiest Venerators of Life this Universe has ever known.

The Charrl are a race of human-sized insects, similar in appearance to giant locusts or grasshoppers. They are social insects, having a hive-based matriarchal society led by a queen. The Charrl are powerful psychics, and their technology is unusual, being both organic and psychic in nature.

Their original homeworld, the Hive World known as Alya, was once a paradise of flower-forests and honey-pools. But it was devastated by solar flares and pollution around twenty thousand years in our future. To escape this, the Charrl migrated to the planet Antykhon. But they soon found that its soil was barren and the atmosphere itself seemed to become poisonous. With insufficient mineral resources to power their disused gravity ships for a second migration, and in any case too weak to survive such a journey, the Charrl chronomancers established a link to Earth in 1909 via what they referred to as "the Great Divide", a psychically-generated time-space corridor. A number of Charrl have so far travelled through the Great Divide in order to implant Charrl eggs in human hosts, to ensure the survival of the next generation.

The Charrl are not warlike or evil, and in fact they have a high regard for the preservation of all life. Even at the height of their civilisation, they did not colonise other planets. Paradoxically however, if no other food source is available they will become carnivorous, even eating sentient creatures if it means the survival of the Charrl race. This overriding compulsion to ensure their species' survival means that, despite their reputation, the Charrl's actions are sometimes not sympathetic to other lifeforms. The Charrl usually implant their eggs in animal corpses, but in desperate circumstances live creatures are used.

A character who has been implanted with a Charrl egg will find their behaviour is influenced by the unhatched Charrl. During the first day, treat this as Hypnotism (Minor), the second day as Hypnotism (Major) and from the third day as Possession, with a +1 bonus for the egg to succeed for each day after the first (check once per day, and if the egg is successful, the Possession has an indefinite period). In all cases, the Charrl egg has the following stats: Resolve 4; Convince 3. The Charrl gestation period is normally ten days from the egg being implanted. When the egg hatches, the host takes Lethal damage and is devoured by the Charrl hatchling.

Although all Charrl can travel through the Great Divide, only their chronomancers have the psychic ability to generate it. Unless

CHARRL

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Craft 4, Fighting 1, Knowledge 4, Science 3, Subterfuge 1, Technology 3, Transport 2

TRAITS
Additional Limbs (legs)
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Charrl code of honour, nobility and bravery; never break their word; only fight in self-defence or if the survival of the Charrl race is at stake
Distinctive – Unpleasant ammonia-like smell
Fear Factor 1
Infection – Charrl can choose to implant an egg with a successful claw attack
Keen Senses (Minor): +2 to Awareness rolls involving smell.
Natural Weapons (Minor) – Claws & Mandibles: Strength +2 damage; mandibles do an additional +2 damage from acidic saliva
Obsession (Major) – The survival and protection of the species (overrides the Code of Conduct if necessary)
Psychic
Special – Grasshopper Leap: Can leap up to Strength x 20 metres (half that vertically)
Telepathy

TECH LEVEL: 8

STORY POINTS: 2-4

stabilised, the Great Divide is a hostile environment. Unless a character has an appropriate Environmental Trait, travelling through it unprotected is hazardous and often damaging, even to Charrl. The character must make a Presence + Strength roll against a difficulty of 15. Each point of failure equals a point of damage, with a Bad result doubling that, and a Disastrous result trebling it. All damage received ignores any reduction such as from Armour or Toughness. A TARDIS could theoretically be used to stabilise the end location of the Great Divide, and this would make travelling through it safe, with no such risk of damage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The planet Antykhon which the Charrl migrated to is actually the future Earth which, like the Charrl's Hive World, has been wrecked by solar flares. The Charrl are being manipulated by Jared Khan (see *V145*), who was initially recruited by Queen Ch'tizz (disguised as a tall woman), but has become the leader of a cult which craves power and world domination.

After becoming trapped in an artificial environment in the Doctor's TARDIS for many generations, the descendants of the Charrl from Antykhon were transported to a new world by Muldwych (see *A91*).

CHELONIANS *(1st in The Highest Science)*

The Chelonians are just your average bunch of cybernetically-augmented hermaphrodite giant tortoises who want to destroy the human race and came closer than most. They resemble overgrown examples of ordinary terrestrial tortoises, capable of standing on either two or four of their legs and having plated shells. Grizzled heads swing on long necks that emerge from the fused scutes of the upper and lower halves of their shells. All four of their feet have an opposable thumb, meaning that each of their limbs can act as either a hand or a foot.

Chelonians are strong, intelligent and surprisingly fast. On reaching maturity, they have crude hydraulic units implanted into them. Many have other enhancements, such as vision extending beyond the normal visible spectrum. Add a little genetic recoding to incorporate sexual characteristics for improved reproductive efficiency and you have a typical Chelonian; broody, hungry, and bad tempered.

As hermaphrodites, all Chelonians are egg-laying and have a strong maternal instinct. Although they generally refer to each other with masculine pronouns (he, him, his), their leader is called Big Mother (see *V105*). Chelonians are vegetarian in diet and find the concept of eating other creatures to be repulsive. In spite of this, they are a race of militaristic bullies. According to the Doctor, Chelonian conversation is unimaginably dull, as they're always ranting and raving about some military accomplishment or other.

Chelonians will fight anyone or anything that gets in the way of their feeding or breeding. They call it war; most species call it genocide. The Chelonians have wiped out entire populations the way that humans will weed a garden. In fact, they spare the worst of their hatred for humankind, whom they view as no more than parasites. Humanity's history of colonising and despoiling other worlds and their habit of killing even their own species have convinced the Chelonians that humans do not deserve to live. Chelonian strategy is far from subtle and they will often march into battle, only to find that their opponents are of a higher calibre than expected.

Chelonian military technology is highly advanced. They use battlefield tanks armed with sophisticated particle dispersal weapons that spit pink fire. Inside, the crew are suspended in harnesses, allowing them to use all four of their hands/feet to work the controls. The troops on the ground are equipped with disintegrator rifles and can deploy heavy weapons such as atom blasters. Chelonian officers are distinguished by the patterned stripes on their shells, indicating their ranks.

The Chelonian Empire lasted for several thousand years. But for much of its existence, there were Chelonians who protested against its expansionist and military policies. In particular, the Respect For Life Brigade campaigned that creatures such as humans should be recognised as intelligent and treated as such. By the 60th Century, humankind had overtaken the Chelonians in terms of technological development. The fight against races more advanced than their own eventually demoralised the Chelonians and they started on each other. After a period of civil war, Big Mother was deposed and the Chelonians became co-operative members of interplanetary society. They were subsequently renowned as the greatest florists in the galaxy.

CHELONIAN SOLDIER

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 2, Fighting 3, Knowledge 1, Marksman 4, Science 3, Survival 1, Technology 3, Transport 2

TRAITS

Additional Limbs – Chelonian limbs can act as either hands or feet, providing bonuses for both
Adversary (Major) – Human parasitic scum!
Alien
Alien Appearance
Alien Senses (Minor) – Many Chelonians have cybernetic enhancements such as IR, UV or X-ray vision
Armour (5 points)
Brave
By the Book
Cyborg
Fast (Major)
Keen Senses (Major)
Obligation (Major) – Chelonian Army
Quick Reflexes
Special – Strategy Z: Many Chelonians are implanted with a powerful mitrine charge which they can detonate, killing themselves but causing 6(3/6/9) damage to everyone within a 10m radius
Weakness (Minor) – Chelonians are vulnerable to molecular resonance, including specific sonic frequencies, which can render them paralysed
Officers also have the Military Rank Trait.

EQUIPMENT

Disintegrator Rifle: L(4/L/L) damage

TECH LEVEL: 6
STORY POINTS: 4-6

THE CORTEZ PROJECT *(Bullet Time)*

In human history, every time two cultures or societies at unequal stages of technological advancement have met, it has led to the demise of the less advanced culture, the prime example being when the Europeans began exploiting the New World, starting with Cortez. By definition, any alien race that comes to this planet must be more advanced than us. That makes them a clear and present danger to human society itself. At least, according to the Cortez Project.

The Cortez Project is a secret, unofficial group within UNIT. It works without the knowledge even of the secretary-general of the United Nations or the defence ministries of any of the member countries. Essentially, it is a rogue group of like-minded officers who claim to understand the threat mankind faces from alien contact and who are willing to do what they see as necessary to deal with it. UNIT was formed to deal with new and unusual threats to the Earth. Most people, even within UNIT, think that should refer only to outright hostile visitors. The members of the Cortez Project believe that this isn't the case, that any contact is a threat: the Cortez Factor.

Unfortunately, the frequency of hostile alien incursions on Earth tends to support the Project's arguments. The overwhelming majority of extraterrestrials that have come here have had hostile intentions. Even those few who weren't actively hostile have often turned out to be inimical to human life and so would pose a threat without even intending to. The Cortez Project believes that it's safer just to kill all alien visitors, whatever their stated intentions. It will not allow any of those civilisations to endanger human existence. If we can hide from them, fine. But if they come here, it's them or us. Just being alien and on Earth is enough to mark them for death as far as members of the Cortez Project is concerned

In 1997, the head of the Cortez Project is General Kyle, who is based in Geneva. Kyle is rarely seen in the field so she remains a mystery. It's possible that she is Marianne Kyle, an interloper from a parallel Earth who insinuated herself into ours in the 1970s (see *The Third Doctor Expanded Universe Sourcebook*).

Also in 1997, the Doctor and Sarah Jane Smith uncovered the activities of the Cortez Project in Hong Kong. They fell foul of Colonel Tsang, the head of UNIT's South East Asia branch (usually contracted to UNIT-SEA) and herself a high-ranking officer in the Project. Tsang is of Chinese descent and has typically dark hair. Her plain black combat fatigues are intended to be restrained and unobtrusive, but they come across as sinister. Their lack of insignia or rank markings don't help, the only decoration being the UN symbol on her beret.

Colonel Tsang is obsessed with the aims of the Cortez Project to the extent that she was prepared to order a tactical nuclear strike in Cambodia regardless of civilian casualties.

COLONEL TSANG

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 4, Fighting 3, Knowledge 3 (AoE: Military Tactics), Marksman 4, Subterfuge 2, Survival 1, Technology 2, Transport 3

TRAITS
Brave
Dark Secret (Major)
Friends (Major) – UNIT
Military Rank (Special)
Obsession (Major)
Voice of Authority

EQUIPMENT
Handgun: 5(2/5/7) damage

TECH LEVEL: 5

STORY POINTS: 6

THE CTHALCTOSE *(Eternity Weeps)*

Six billion years ago, the planet designated 16 Alpha Leonis One was a thriving world. It had skies of carbon dioxide and seas of boiling sulphuric acid, but it contained life, and intelligent life at that. A race called the Cthalctose developed a culture which was philosophically at about the same level as ancient Greece. They had reasoning minds, a knowledge of principles such as mathematics, physics, chemistry, even astronomy. But they lived within the sulphuric acid seas, so their technological development was limited. It didn't even encompass anything as sophisticated as a steam engine.

Despite looking like three-metre-wide, crystal-armoured sea anemones with hundreds of tentacles reaching lengths of several hundreds of metres, the Cthalctose were really a rather civilised species. They were Engineers and Providers and Vehicles and more. They had lifespans in excess of half a millennium and lived in buildings shaped like coral reefs located within an equatorial chain of highly active volcanoes. They "buried" their dead by leaving them on projecting atolls to decompose in the acidic atmosphere. The dead bodies thus formed a steady rain of food for the young, which were born and raised in nurseries attached to the sides of the reefs.

One fateful day six billion years ago, the Astronomer Royal of the Cthalctose sensed something different in the heavens above 16 Alpha Leonis One. He could feel the positions of the planetary bodies as they moved the acidic tides. He could feel the movement of the sun and the moon, and the gas giants and the ring of stellar dust further away. He could feel the tug of a larger gas giant beyond that, and even the delicate ripples of the system's Oort cloud. But now he detected a new body, the Other. It remained at the very edge of the Oort cloud for around fifty years, but then it began to move closer.

The Other was a singularity, a black hole, and as it voyaged through the system it devoured each planetary body in turn. It was on a course that would destroy the solar system utterly, even devouring its sun. The Cthalctose could do nothing to prevent the destruction of their world and could only lay plans for their own survival. Overcoming almost insurmountable odds to develop space-flight and force-field technology, they installed a terraforming platform inside their moon, along with records of their own culture and history, and the genetic seeds that would bring their species to life again.

The Cthalctose then detonated their own planet in a flash of radiation, heat and light that killed everything on 16 Alpha Leonis One, but which propelled their moon out of their system and on a long journey into the depths of space. Before his death, the alien thoughts of the Astronomer Royal considered this his finest piece of performance art.

CTHALCTOSE

AWARENESS	7	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	8

SKILLS
Convince 1, Craft 5, Fighting 2, Knowledge 4, Science 4, Survival 3

TRAITS
Additional Limbs x2 – Cthalctose have hundreds of tentacles which act as arms, but they gain no further bonuses beyond two levels of this Trait
Alien
Alien Appearance
Alien Organs (Minor)
Alien Senses – Motion Senses
Armour (5 points)
Environmental (Minor) – Live within the hearts of active volcanoes in sulphuric acid seas
Size – Huge (Major)

TECH LEVEL: 5

STORY POINTS: 4-6

After a journey lasting billions of year, the moon drifted into a new solar system and entered into a stable orbit around the third planet from the sun. That planet is the Earth, and its Moon contains the Genesis of Cthalctose, the means by which all life on Earth will be wiped out to make way for the rebirth of the Cthalctose (see *L152*).

DALEK VARIANTS:
THE GOLDEN EMPEROR AND PSYCHE DALEKS

(Emperor of the Daleks!)

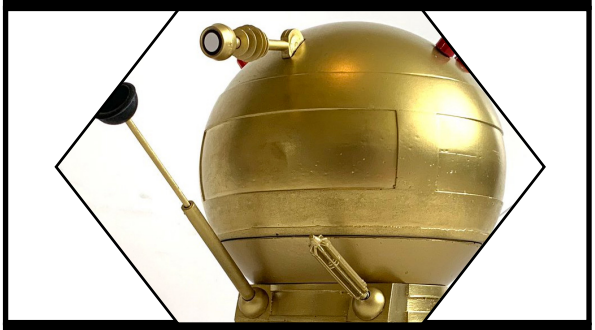
From their earliest days on Skaro, the Daleks were led by an Emperor. According to legend, the armour of the earliest Emperor was made of Flidor gold, quartz and Arkellis flower sap. This was the so-called "Golden Emperor", whose casing was of a different design to those of the rank and file Daleks. Instead of the recognisable domed head section, the Emperor's casing was topped by a large golden sphere. Below this was a truncated torso with only three rows of hemispheres, plus the usual Dalek sucker arm and exterminator.

Successive Emperors retained this striking design, though the material of their armour was improved following the development of Dalekanium. The only known deviation from this was a non-mobile design that was destroyed in the First Dalek Civil War (see *The Evil of the Daleks*). After this, the golden armour was re-established for the next Emperor, and this design continued until the extermination of the last Golden Emperor Dalek on Spirodon (see *L164*) by a new breed of Daleks created by Davros, triggering the Second Dalek Civil War.

It was during the reign of the last Golden Emperor that another variant in Dalek design appeared: the Psyche Daleks. Like the Golden Emperor, these Daleks were topped by a large spherical head section, except that in this case the head was transparent. Within it could be seen an enlarged Dalek brain. Below was the standard Dalek torso with exterminator gun. But a device designed to monitor and control Robomen replaced the usual sucker at the end of its arm.

The Psyche Daleks were an attempt to improve the responsiveness of Robomen to Dalek control. The original robotisation process produced slaves which were slow and clumsy. New techniques produced Robomen which could retain more of their natural speed and dexterity, but they required the direct control of a Psyche Dalek. Later advances in robotisation made the Psyche Daleks obsolete.

GOLDEN EMPEROR DALEK



AWARENESS	4	PRESENCE	7
COORDINATION	2	RESOLVE	6
INGENUITY	7	STRENGTH	7

SKILLS

Convince 4, Fighting 4, Knowledge 8, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS

Armour (10 points)
Cyborg
Environmental (Major)
Fear Factor 3
Flight (Minor) – Using this Trait costs the Emperor 1 Story Point
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Scan
Technically Adept

TECH LEVEL: 8

STORY POINTS: 10

PSYCHE DALEK

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	7

SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

TRAITS

Armour (10 points) – But see the Psyche Dalek's Weakness
Cyborg
Environmental (Major)
Fear Factor 3
Flight (Minor) – Using this Trait costs the Psyche Dalek 1 Story Point
Natural Weapon (Major) – Exterminator: L(4/L/L) damage
Networked (Major) – Connected to all Robomen in the command network
Scan
Technically Adept
Weakness (Minor) – Although reinforced with Dalekanium, the Psyche Dalek's transparent dome only has 5 points of Armour and may be targeted with a -2 penalty to hit

TECH LEVEL: 8

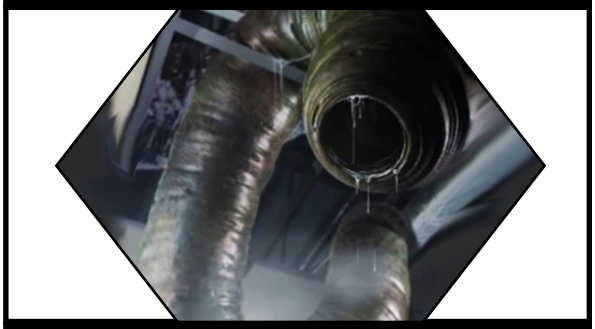
STORY POINTS: 5-8

DIMENSIONAL REFUGEES *(UNIT: Dominion)*

In 1990, a series of interdimensional portals opened up around the Earth, the result of the Master's latest scheme for universal domination. Through these, a number of bizarre beings emerged, and UNIT was hard put to hold them back. The various creatures were refugees from their own dimensions, which were being drained of their energy as the Master's plans progressed.

The first of these threats was something the Master referred to as a Mind Leech, its real name being unpronounceable. It was a creature with yellow and red skin and unpleasantly gummy mouths. Mind Leeches feed on intellect and brain power, draining their victims' minds until they are almost totally gone. Their prey begins to feel an unpleasant sensation in their mind, as the Leech squirms around inside it. The victim's eyes become opaque, turning white and rendering them sightless, while at the same time they begin to lose their memories. If the process continues, they will be left with even basic memories erased, such as how to pull a gun's trigger or even how to walk. Most resort to repeating their own name over and over as they try to retain it in their memory.

MIND LEECH



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	4

SKILLS
Convince 3 (only for the purposes of Hypnosis and Mind Leech Traits), Subterfuge 4, Survival 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Climbing (Major)
Fear Factor 2
Hypnosis (Major)
Natural Weapon (Special) – Mind Leech: contest of Presence + Resolve to cause 2(1/2/3) damage split between Awareness, Ingenuity, Presence and Resolve
Psychic

TECH LEVEL: N/A
STORY POINTS: 1-3

The next threat to emerge from the portals was a particularly surreal lifeform, resembling nothing more than gigantic disembodied floating heads, like those of a cherubic child, though it's difficult to tell whether they are smiling or grinning menacingly. Each "Skyhead", as UNIT dubbed them, measures approximately eighty feet across, and their mouths open and close to produce a foghorn noise loud enough to shatter nearby windows. Although their intelligence seems to be limited, the Skyheads are able to speak with a booming voice in basic English and could be negotiated with. They appeared to be more frightened than aggressive, but if threatened, they can blow with hurricane force winds. The Skyheads are able to move at supersonic speeds by creating a slipstream and travelling within it.

SKYHEAD

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	12

SKILLS
Convince 1, Marksman 3, Survival 1

TRAITS
Alien
Alien Appearance
Fast (Major)
Flight (Major)
Natural Weapon (Major) – Storm Winds: can blow objects away and cause damage equivalent to Strength 12
Size – Huge (Major)
Tough

TECH LEVEL: Unknown
STORY POINTS: 2-4

LAVA SPIDER

AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 2, Fighting 3, Marksman 3, Survival 4

TRAITS
Additional Limbs (legs x2)
Alien
Alien Appearance
Armour (5 points)
Entrap (Major)
Environmental (Minor) – Extreme cold
Natural Weapon (Minor) – Mandibles: Strength +2 damage
Natural Weapon (Major) – Lava Burst: 7(3/7/10) damage
Size – Huge (Major)

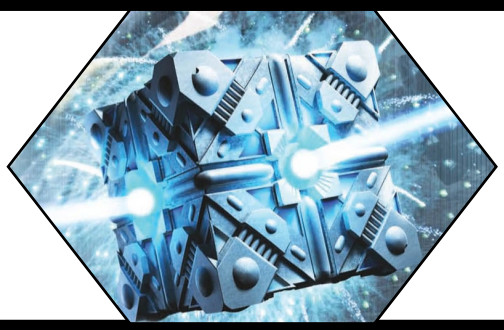
TECH LEVEL: N/A
STORY POINTS: 1-2

Next was a horde of what can only be described as Lava Spiders. These monstrous arachnids are bigger than horses and have evolved a lava-firing gland above their mandibles, capable of shooting high-velocity jets of molten lava. Like Earth spiders, they also spin thick webs to capture and store their prey. Each cable-like thread is hollow, and the Lava Spiders pump hot lava through it to cook their captives, whether alive or dead. Unlike most of the creatures fleeing through the dimensional portal, Lava Spiders are not sentient.

In Nevada, UNIT forces were faced with waves of robotic cubes, which the Doctor described as cuboid crystalline biomechanoid hybrid creatures. These blue metallic cubes were about a foot and a half square. They could roll, jump and fire projected energy beams from any or all of their sides. The cubes could fuse their power matrices together, combining to form larger, more destructive cubes. They also emitted a jamming signal, making navigation and missile lock unusable within a ten mile radius. The cubes made no attempt to communicate, and UNIT was only able to arrest their progress with concentrated fire. Although it was initially thought that the cubes had a devastating self-destruct mechanism, the Doctor realised that their home world must be ultra-cold, and that the cubes were overheating and exploding. Nevertheless, the death of their dimension meant that this did not stop the cubes from trying to gain a foothold in ours.

Tokyo became the target of a gigantic octopus-like creature, a kind of alien cephalopod that the Master identified as the Nexus.

CUBE



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Marksman 4, Science 1, Technology 4

TRAITS
Armour (5 points)
Block Scan x3
Cyborg
Environmental (Minor) – Does not breathe
Flight (Major)
Jumping – Can leap distances up to its Coordination in metres
Natural Weapon (Major) – Energy Blast: 7(3/7/10) damage
Size – Tiny (Major)
Special – Group Entity (see *The Second Doctor Expanded Universe Sourcebook*)
Weakness (Major) – Heat: In environments warmer than their own ultra-cold world, the heat will cause a Cube to self-destruct; each Round it must make a Difficulty 9 Resolve + Strength roll or explode, causing 6(3/6/9) damage to everything within a 200 metre radius

TECH LEVEL: 5
STORY POINTS: 1-3

THE NEXUS

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	14

SKILLS
Fighting 4, Survival 3

TRAITS
Additional Limbs (arms x2)
Alien
Alien Appearance
Fear Factor 2
Flight (Minor)
Grab
Natural Weapon (Special) – Atomic Disintegration: Any object the Nexus successfully Grabs automatically takes Lethal damage the following Round
Networked (Minor)
Size – Colossal

TECH LEVEL: Unknown
STORY POINTS: 1-2

The Nexus is somehow able to defy gravity and floats through the air. It normally floats around and crushes space molluscs for their protein, and mistook the skyscrapers of Tokyo as a food source, wrapping its gigantic tentacles around them. Once it has latched onto its prey, the Nexus locks onto its atomic structure and disintegrates it before consuming the contents. The Nexus is not quite a gestalt creature, but it shares a conglomeration of different minds, each with the same basic goals. Usually, there are at least five or six personalities in a single Nexus, and several of its larger tentacles end with the faces of these. Although it appears to be a ravening monster, the Nexus has a measure of intelligence and its faces can be communicated with.

The final threat that emerged from the interdimensional portals was an insectoid race called the Tolians. The Doctor had previously encountered them on their own planet in another dimension, which was being drained of its energy by a dimensional node the Master had planted there. At that time, they were their normal size and resembled humanoid and human-sized stag beetles. They possessed beautiful wings, but the energy drain had left them weak and unable to fly.

By the time they appeared on the Earth, the Master had mutated them with interdimensional energy, and they had grown to the size of double-decker buses. Their numbers had multiplied to the millions and billions, and their cities had smothered hundreds of worlds. But, unknown to the Tolians, the energy they had absorbed was burning them up, and their lifespans were now a tenth of what they formerly were.

TOLIAN

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS
Athletics 1, Convince 1, Fighting 3, Survival 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Flight (Major)
Natural Weapon (Minor) – Pincers: Strength +2 damage
When the Master has increased their size, the Tolians lose Flight and gain the following Traits:
Armour (increased to 10 points)
Size – Huge (Major), with appropriate adjustments to Strength, etc
Weakness (Major) – The dimensional energy is burning the Tolians up, giving them a tenth of their normal lifespan

TECH LEVEL: 2
STORY POINTS: 2-4

DR PATRICK RIX *(Strange England)*

Doctor Patrick Rix would not describe himself as a pleasant man, but he no longer has any interest in definitions of this kind. God has turned His back on Rix, so Rix has no regard for so-called Christian values.

In the mid-19th Century, Rix practiced medicine in Edinburgh. He was happy until something happened to him and his family. In 1866, his beloved wife died giving birth to a son, Stephen. But the boy was born with atrophied legs and was unable to walk. At that point, Rix's mind snapped and he began to believe that he had not been performing God's work at all. In Rix's mind, disease, illness and pain are all God's gifts to mankind and He does not want mankind to eliminate them. So God had punished Rix by giving him a son who was beyond all hope of a cure.

Rix renounced God and His cruelty, and he altered his profession. Believing that God wants humanity to suffer, Rix has vowed to stop Him. He began experimenting on pain, using back-street rabble to try to identify its source. There were a few deaths, but Rix didn't consider it to be important. Eventually he was discovered and disgraced. In 1868, Rix left Edinburgh under a cloud and moved south to the village of Wychborn in England, where he has continued with his experiments in secret for five years.

Rix is now getting on in years. He is short and ruddy-faced, and still retains a gentle Scots accent. Rix's mental state has not improved with age. God interfered with his life and Rix is going to interfere and change His. He will do this through scientific discovery, through rationality and cause and effect. Rix has little regard for other people, considering them to be no more than tools for him to use in his work. In Wychborn, he has recruited a number of local layabouts to act as his muscle.

Most of the time, Dr Rix appears to be in charge of his faculties. He can be theatrical in his speech and behaviour, but not unusually so. It is only when he loses his temper that Rix's insanity shines through.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Dr Rix's mental state deteriorated further after he was inadvertently pulled into the artificial version of Wychborn House (see *L162*) and the nearby village that had been created by the Time Lord Galah (see *A68*) and her TARDIS. The TARDIS had maintained a real-world interface to prevent feedback and overload to its systems, and Rix somehow stumbled through this and into the Wychborn of Galah's imagination, a place of pure goodness.

Rix's insanity, together with the subconscious evil within the minds of the Doctor, Ace (see *A39*) and Benny (see *A47*), began to corrupt the environment around them. Vegetation came to life to devour the artificial people with which Galah had populated her version of Wychborn. The people themselves began to mutate into monstrous forms, reflecting what Galah and her TARDIS detected in the newcomers' minds.

Dr Rix himself realised that he had finally found a place where he could act as God and force change upon the universe. Even killing himself only meant that he became part of the TARDIS subsystems, giving him even more power over Wychborn House and its inhabitants.

DR PATRICK RIX

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	2
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3, Knowledge 3, Marksman 1, Medicine 4, Science 4, Technology 1

TRAITS
Eccentric (Major) – Insane
Middle Class
Obsession (Major) – His experiments

TECH LEVEL: 4

STORY POINTS: 6

DUKE ABU IBN WALID *(So Vile a Sin)*

During the second half of the 30th Century, Duke Abu Ibn Walid became one of the most powerful people in the Earth Empire and even made a play for the Imperial Throne following the death of the Divine Empress in 2982.

Walid is the Duke of Callisto, one of the most influential of the noble Houses, and is a leading member of the Imperial Council that advises the Empress and implements her commands. He has for years been high on the list of possible successors to the Throne. But the Empress has ruled for over a century and, until her sudden death, showed no signs of abdicating.

Duke Walid's main political opponent is Duke Armand, the Lord High Sheriff of Earth, who also has his eyes on the Throne. There are a few others, but no one with a really strong case. The candidates will be selected by a vote of the Council.

Duke Walid has dark hair, a moustache, and one blue and one brown eye. His distinctive looks and media-friendly smile are recognisable to anybody who keeps abreast of the constantly-streaming news reports. Walid is married, but it is widely rumoured that he has also recently taken a concubine, Genevieve ap Gwalchmai. Officially, she is his personal aide. The Duke rarely goes anywhere without his extensive entourage of assistants, advisors, secretaries and security guards. For additional protection, he usually carries a pistol-sized personal plasma thrower.

For reasons perhaps connected with his political ambitions, Duke Walid is keen to discover why Roz Forrester disappeared in 2975. Roz (see *A50*) is the sister of Leabie, who has become fifteenth Baroness of Io after the death of their mother. The Forresters are an influential family and are therefore potential rivals to him. The rumours are that she isn't dead after all, but could there be some scandal that he could take advantage of?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Duke Walid has chosen some very dubious and very secretive allies for his attempt on the Imperial Throne: the Brotherhood (see *V107*). By the 30th century, the Brotherhood are headed by a Grandmaster who is a gestalt of twenty-eight powerful psychics, and they have plans of their own for which having the Divine Emperor in their pocket would be a significant advantage.

The Brotherhood are keeping their options open and have also allied themselves with Walid's greatest rival, Duke Armand. But when it is clear that Walid has the upper hand in the power struggle, they will abandon Armand.

Established history records that Duke Walid achieved his ambitions, won the vote of the Council and ascended the Imperial Throne. However, the involvement of the Brotherhood was uncovered shortly afterwards. Leabie Forrester, Baroness of Io, led the uprising to unseat Walid from the Throne. Roz commanded her sister's forces against Walid's army. Although Walid was defeated in the Three Days' War, it was at a terrible cost to Leabie: Roz Forrester died on 28th August 2982 leading Leabie's forces at the Battle of Valhalla on Callisto.

DUKE ABU IBN WALID

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Convince 5, Fighting 2, Knowledge 3, Marksman 4, Subterfuge 4, Technology 2, Transport 1

TRAITS
Authority (Major)
Distinctive
Fame (Major)
Five Rounds Rapid
Obsession (Major) – The Imperial Throne
Wealthy (Major)

EQUIPMENT
Personal Plasma Thrower: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 8

ERNIE "EIGHT-LEGS" MCCARTNEY *(Tragedy Day)*

Ernie "Eight-Legs" McCartney is the most feared assassin in the Seventh Quadrant, by 'eck! He's also a spider mutant who speaks with a Yorkshire accent. Well maybe not Yorkshire exactly, but variations in localised atmospheric pressure can create similar speech patterns on worlds galaxies apart. Ernie looks every inch like a house spider, except that he's two metres wide and wears a studded leather jacket and a pair (or rather, an octet) of leather trousers. A broad-brimmed Stetson is usually jammed on top of his head, and each of his legs displays a holster and a different weapon, all of them lethal.

Whilst inhabitants of the Seventh Quadrant may be used to seeing a giant, talking, gun-toting spider, they are a rare sight on human worlds. In fact, the sight of Ernie tends to make people from beyond the Seventh Quadrant scream and flee in terror. 'Ee, truth be told (and Ernie doesn't like to admit this to himself, being a feared assassin and all that), but sometimes humans scare him in return. Not so much when they're still, but when they scuttle about, usually in fear of him.

Ernie doesn't only talk like a Yorkshireman, 'appen he has the same down-to-earth, no-nonsense approach to life. He don't take no nonsense from anyone and he'll tell 'em to their faces to get knotted. Beneath his arachnid appearance and rough-and-ready personality, Ernie is a professional, though it's not his style to make meticulously detailed preparations, preferring to remain flexible and go with the rolls. Ernie's quick and deadly with his guns, and he has plenty of them to go round. Ernie's weapons cover everything from bog standard laser pistols to disrupters and even a matter-imploder.

True to his species, Ernie can climb walls and even spin webs. He has also inherited the traditional instincts from his arachnid forefathers, the so-called "spider-sense" which can alert him to trouble or provide him with valuable insights into his latest target. Nobody can creep up on Ernie in an 'urry! Will they 'eck as like!

Ernie is proud owner of a bright red vehicle not dissimilar to a sports car. It was the most expensive available from the top dealer in the Seventh Quadrant. It's fast, reliable, economical with the fuel and it's a convertible: at the press of a button, Ernie can convert it for flight mode, or for underwater, or even for space travel.

When the Friars of Pangloss (see *V131*) hired Ernie to kill the Doctor, they promised him twenty million mazumas. Ernie likes to imagine what he'd do with all that cash. First off, he'd buy a planet for a new home, one of the luxury Grade Sixes on the fringes of the Seventh Quadrant. Half a million purchase price, then another million to atmosphorm it just right. Polar caps, one scenic to impress guests, sloping and wooded for skiing, and the other he could use to keep cold things in. A wide equatorial belt with purply green sky and matching sunsets. And of course a continent composed entirely of tunnels and caves where he could set up home. Grand!

ERNIE'S CAR
Armour: 4 **Hit Capacity:** 10 **Speed:** 10*

Traits: Environmental (Minor: Underwater and space), Travel
Story Points: 2

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

ERNIE "EIGHT-LEGS" MCCARTNEY

AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 2, Fighting 4, Marksman 6, Subterfuge 4, Survival 3, Technology 2, Transport 3

TRAITS
Additional Limbs x2 (can be used as arms or legs)
Alien
Alien Appearance
Alien Senses – Arachnid Instincts (Spidey-sense)
Climbing (Major)
Crack Shot
Fear Factor 2
Five Rounds Rapid
Natural Weapon (Minor) – Mandibles: Strength +2 damage
Quick Reflexes
Special – Webbing: Ernie can produce webs like a spider, making traps or strong rope-like webs to hang from. The stickiness is equal to a Strength of 5 and it can support over 500kgs.
Tough

EQUIPMENT
Eight-Guns: L(4/L/L) damage

TECH LEVEL: 7
STORY POINTS: 8

FALAXYR *(GodEngine)*

In 2088, following the defeat of the Ice Warriors in the Thousand Day War with Earth (see *L117*), the UN negotiating team that arrived on Mars couldn't find a single Martian left on the planet, only the bodies of six of the members of the Eight-Point Table, the Martian ruling assembly. They had committed ritual suicide according to the Martian tradition, before their people left en masse to voyage to Nova Martia, a planet on the edge of Arcturan space. But two of the Eight-Point Table were missing. Somehow, Falaxyr and Abrasaar had managed to escape their fates. They had been the two most brutal, sadistic and unpleasant of the Martian leaders.

The fate of Falaxyr was not discovered until 2157, almost seventy years later. Where he has been for the past sixty-nine years is unknown, but Falaxyr still lives. As a member of the Eight-Point Table, Falaxyr was a Supreme Grand Marshal, one of the eight ultimate rulers of Mars who had led their people into a futile, bloody war with Earth and had lost their homeworld. Six of the Eight-Point Table had accepted ritual suicide as atonement for the consequences of that war. But Falaxyr took what, to Ice Warriors, is the coward's way out and fled.

Falaxyr was and remains obsessed with power, obsessed with glory, obsessed with Martian honour, and obsessed with the Martians reclaiming Mars. Since the Thousand Day War, he has dedicated himself to a plan to win Mars back. To do this, he has acquired some very dangerous allies.

As a Supreme Grand Marshal, Falaxyr-Ett-Halat wears ceremonial armour similar to that of a Martian of the Ice Lord caste, but considerably more ornate. It is a light purple in colour, inset with gold. Centred on its chest is the embossed representation of the face of the Martian Sphinx, an ancient statue similar in appearance to the Egyptian Sphinx but with the visage of a Martian Lord. The shoulders of Falaxyr's body armour are distinguished by two sets of three gold arches, and a third set of arches graces his metallic violet and gold helmet. The entire ensemble is finished off with a voluminous cloak, so dark a purple that it is almost black.

Supreme Grand Marshall Falaxyr is usually accompanied by his adjutant, Supreme Lord Draan-Utt-Slaar, the son of Lord Slaar who had led the Martian force that had attacked the T-Mat control station on Earth's Moon in the 21st Century (see *The Seeds of Death*).

FALAXYR

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS
Convince 4, Fighting 5, Knowledge 3 (AoE: Military Tactics), Marksman 4, Survival 3, Technology 3, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Code of Conduct (Major) – Martian honour
Cyborg
Menacing
Military Rank (Special)
Natural Weapon – Sonic Gun: L(4/L/L) damage
Obsession (Major) – Regaining Mars
Slow – Speed halved in Earth-like environments
Voice of Authority
Weakness (Major) – Heat (see *The Second Doctor Sourcebook* for details)

TECH LEVEL: 6

STORY POINTS: 8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In 2157, Falaxyr's allies in his plans to regain Mars are none other than the Daleks. At this time, the Daleks have invaded the Earth and are looking to conquer the human settlements elsewhere in the Solar System.

Falaxyr has had Martian scientists construct a device called the Engine of Ssethis, or the GodEngine (see *G20*). It is a super-weapon designed using ancient Osiran technology recovered from the Martian Sphinx and from the wreck of a crashed Osiran spacecraft. At the moment, it is temperamental and unreliable. But when fully operational, it can be used to send a star supernova.

FALKUS *(Daleks Among Us)*

Located in a secret Dalek base beneath the capital city on the planet Azimuth (see *L89*), Falkus is a scientist working with the Daleks. This is in the years following the apparent destruction of Skaro by the Hand of Omega (see *Remembrance of the Daleks*), when the Daleks are scattered throughout the galaxy.

Falkus is young, perhaps only twenty years old. His name is a clue that he may not be a native of Azimuth as might otherwise be assumed. Falkus is also the name of the second moon of Skaro and an old Kaled word. Roughly translated, it means "new dawn". With this information, Falkus's blonde, blue-eyed appearance marks him out as a survivor of the supposedly extinct Kaleds.

Falkus is highly intelligent. He has replicated many of the early experiments that Davros carried out during the war against the Thals. In fact, within the underground base he has an exact duplicate of Davros's laboratory from the Kaled bunker, from the time that the Daleks' creator was the youngest and most brilliant member of the Kaled elite.

When the Daleks captured Kurt Schalk (see *V149*), it was Falkus who worked on him to try to extract the knowledge of how to build the Persuasion Machine (see *G26*). Falkus tortured Schalk, performed surgery on his brain and created deranged duplicates of him in his vats. But Falkus eventually conceded defeat, as the precise duplication of Schalk's mental engrams is beyond even Dalek technology. With Falkus's failure, the Dalek Supreme appointed Schalk their leader on Azimuth, so that he would build a Persuasion Machine of his own free will.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Falkus is a clone of Davros created by the Daleks. He is Research Project Nine-Zero-Zero-One, a new physical form grown from tissue supplied by Davros, into which his consciousness can be downloaded at a time when his original body becomes no longer viable. He is the reason why the Daleks' bunker was established on Azimuth over twenty years ago. The reason why the Daleks went underground when the Doctor and Ace apparently drove them off this planet, to preserve and protect the Project throughout its incubation.

Falkus knows his origins as Project Nine-Zero-Zero-One. But he believes that he is Davros's heir and successor, rather than just a vessel for Davros's mind. To Falkus, Davros may have once been the Daleks' creator. But all he is now is archival material, a back-up in case of accidents. Falkus has recreated Davros's early experiments merely as a means to get inside his head, to understand him better.

The Daleks seem to agree with Falkus's view, as they have made him their Dalek Supreme, whereas Davros is only their prisoner on the surface of Azimuth (although he appears to have his freedom). It was Falkus who devised the plan to acquire the Persuasion Machine from Schalk's mind. As the Dalek Supreme, he is the one who ordered the Daleks to appoint Schalk as their leader, once he realised that Schalk would not surrender the information under torture. But once Falkus has the secrets of the Persuasion Machine, Schalk will be exterminated.

FALKUS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS
Convince 1, Craft 4, Fighting 1, Knowledge 4, Medicine 5, Science 6, Subterfuge 4, Survival 2, Technology 6, Transport 2

TRAITS
Arrogant
Boffin
Technically Adept

TECH LEVEL: 8

STORY POINTS: 8

THE FERATU *(An Alien Werewolf in London)*

The wealthy Ferrat clan, who now have their family seat at Ferrat Hall in Hertfordshire, can trace their roots back to Renaissance Europe when they were known as the Feratu, and before that to the Middle Ages, when they were the Nosferatu. In its Latinate form, "Nosferatu" is two words: "nos Feratu", meaning "we Feratu". In Eastern Europe, the word came to describe the undead, so they became the Feratu to be less conspicuous, and latterly the Ferrat.

By the 1990s, the Ferrat clan is widespread and they are no longer fully vampires, at least not for most of the time. A little over two hundred years ago, they somehow acquired a shapeshifting, alien parasite which they call the Sin Eater (see *V183*). The Sin Eater can absorb not only the form of anyone they bite, but also their personalities, memories and even their natural abilities – or unnatural, in the case of vampires.

The heads of the family, the original vampire siblings Raymond and Rohesia Ferrat, realised that this offered them an opportunity to shake off their monstrous appetites and the weaknesses that go with them, and become more human. So they imprisoned the Sin Eater in a mausoleum beneath the stables of Ferrat Hall. Each year, the clan gathers at the Hall for their family reunion dinner. And after the dinner is concluded, the Sin Eater is brought up in fetters to absorb the vampiric powers of each member of the family. They lose their bloodlust, their vulnerability to sunlight and their other weaknesses, as well as almost all of their powers. For a year, they can mingle among humans as one of them, more or less. But after a year, they must return to Ferrat Hall and allow the Sin Eater to drain them again.

As humans, Raymond and Rohesia enjoy an extravagant lifestyle at Ferrat Hall. They have had centuries to accumulate their wealth and can now enjoy it without the vampiric urges that they consider to be monstrous. Similarly, their progeny – all the other vampires they sired before they forsook their powers – are wealthy and successful in the various spheres of business that they have chosen. The Feratu like to boast that, between them, they own half of Europe.

The only truly supernatural power the Feratu retain even after being drained by the Sin Eater is immortality. No Feratu has ever died of old age. If they miss the annual appointment with the Sin Eater, they will begin to revert to being vampires and, although they can resist for a while, will have to drink blood again to survive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is one member of the Feratu clan who has rejected the family's abandonment of their vampire heritage. Rufus (see *V176*), the first human to have been turned by Raymond and Rohesia, was thrown out of the clan for his refusal to accept their new lifestyle. The Ferrat siblings had him transported to Australia, where they believed the sunlight would be a prison for him until he repented. But Rufus has other plans…

RAYMOND & ROHESIA

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	5

SKILLS

Athletics 4, Convince 4, Fighting 2, Knowledge 4, Marksman 2, Subterfuge 3, Survival 2, Technology 1, Transport 2

TRAITS

Attractive
Immortal (Major)
Psychic Training
Tough
Wealthy (Major)

Without access to the Sin Eater at least once per year, Raymond and Rohesia will re-gain the following suppressed Traits:

Dependency (Major) – Suffers a -4 penalty on all rolls if denied blood for an extended period
Flight (Major)
Frenzy
Distinctive
Hypnosis (Major)
Immunity – Has the usual vampire resistance to injury
Indomitable
Infection – Raymond and Rohesia can create new vampire slaves with their bite
Obsession (Minor) – Blood
Psychic
Telepathy
Vampire
Weakness (Minor) – Suffers a -2 penalty in the presence of holy objects and certain herbs
Weakness (Major) – Direct sunlight will kill them

TECH LEVEL: 5
STORY POINTS: 6

FRED *(Transit)*

In the late 21st Century, humanity constructed the Sol Transit System (see *L144*), a network of subspace tunnels that links the planets of the solar system and allows STS trains packed with commuters to travel from Earth to Pluto in just forty minutes. In 2109, plans were in place to extend the network to Acturus over forty light years away. But one of the tunnels has intersected with another dimension and something has come through.

If the STS can be thought of as the neural network of a computer, that something is a hostile virus. It has attacked the network and is capable to infecting the people within it. The virus entity itself doesn't really have a physical body in our reality. Typically, it will possess a human host to house its consciousness, and it can control others, transmogrifying them into monstrous forms. It can also fold segments of reality to form a body like a black train held together by sheer perversity, which speeds between the STS stations gathering more victims.

The mutants created by the entity are twisted parodies of people, with spikes and claws and circular mouths filled with concentric rows of teeth. Blue eyes glare from beneath ridges of bone. Random bits of machinery are fused with the organic material, and some have guns embedded within the flesh of their forearms, muzzles emerging in the palms of their hands. They form a growing army with which the entity can attack our reality.

The virus is just a subset (or sub-routine perhaps) of a larger creature within its alien dimension. It doesn't have a name for itself, names being irrelevant to it, so the Doctor chose to call it Fred. It is totally alien to any form of life found in our universe, being more akin to a computer program. When it took possession of Benny, the Doctor pursued it through the subspace tunnels and into its realm. Its dimension lacks physical reality, and the Doctor needed to focus his will to translate his surrounding into physical objects that he could interact with. Characters wishing to do the same will need to make Ingenuity + Craft rolls, with Difficulty decided by the GM but starting at 12 for basic objects.

The environment of this dimension may resolve itself in any way the controlling character desires. The Doctor saw it as a Medieval court, with the sentient programs depicted as King and his various Ministers. But although the King claimed that Fred was a utility within his directory, this was just a ruse. Fred is the true monarch here.

Fred is intrigued with the minds of his host bodies, their intellect, emotions, instincts and learning behaviours. It is similarly intrigued by the STS network and the physical universe it can now access. But it doesn't want to conquer it, merely to plunder it of the delicious lifeforms it has discovered. To defeat Fred within its own realm, combat is a bizarre affair, as the combatants use Ingenuity + Craft against each other to create weapons or change the environment. It's all a matter of who has the stronger will and the better imagination!

FRED

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	4

SKILLS
Convince 3, Craft 5, Fighting 2, Marksman 2, Subterfuge 3, Survival 3, Technology 3

TRAITS
Alien
Alien Senses – Totally alien senses to enable Fred to navigate its own dimension
Environmental (Major)
Hypnosis (Major)
Immunity – Although its host bodies can be destroyed, Fred is itself immune to conventional damage and can only be injured by contests of Ingenuity + Craft
Infection
Invisible – In our universe
Possess
Shapeshift (Special) – Can fold reality to create forms for itself

TECH LEVEL: Unknown
STORY POINTS: 8

MUTANT

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 2, Resolve 3, Strength 5
Skills: Athletics 4, Fighting 3, Marksman 3, Survival 2
Traits: Alien Appearance, Armour (4 points), Enslaved, Fear Factor 1, Keen Senses (Minor: Smell), Natural Weapon (Minor: Claws – Strength +2 damage), Natural Weapon (Major: Gun – 5(2/5/7) damage)
Tech Level: 6
Story Points: 4

THE FRIARS OF PANGLOSS *(Tragedy Day)*

At the exact and indivisible centre of the uncharted galaxy of Pangloss, a hot, steaming and heaving pit of a world orbits a red giant sun at a distance of two hundred and thirty-five million miles. Nine-tenths of its land mass is covered by flame fields and scorching vistas of coke, slag and tar. Beneath a rufous sky, blackened and blistered slaves labour with shovels and forks to stoke the furnaces of their masters. The rest of the planet's surface is covered by gushing torrents of white hot lava.

Towering above the flame fields is a peak where the Union of the Three keep vigil over their dominion. These are the Friars of Pangloss, who control the strange frictions that bind this galaxy together in eternal suffering. They are named Caphymus, Anonius, and Portellus. The slaves believe that the Friars have always existed; the Friars are too old to remember.

The Friars of Pangloss are enormous beings whose faces are hidden beneath red cowls. Even their fingers are the size of gnarled oaks. They have sworn obeisance to the Principles of Obedience, Servitude and Eternal Suffering, which they force upon their slaves. The Friars are the guardians of the three hundred and thirty-seven Bibles of Pangloss, which balance in their shrine on a shelf made from timber carted from the far distant groves of Knassos. The shrine itself is decorated in glinting red crystal, but with a distinctive, jagged outline where one of the crystals is missing, stolen hundreds of years ago by a certain troublesome Time Lord.

The Friars have powerful mental abilities with which they control the Pangloss galaxy. Waves of psychic energy pulse about them invisibly. The very air vibrates under the combined power of their concentration as their minds tune in to the forty-ninth plane. They can sense the strands of time weaving events around them, and they can send their minds across space to occupy the bodies of any of their subjects throughout the Pangloss galaxy and speak through them.

At the far end of the shrine are the three thrones of the Friars, also encrusted in red crystal. Although they have not sat in these thrones for fourteen hundred years, the Friars use them if they need to summon all their reserves of power, perhaps to send their astral forms soaring across the galaxy and manifest to influence events directly, a rare event indeed.

More usually, the Union of the Three are content to remain on their own blighted world to supervise the slaves toiling in the flame fields. The Friars thrive in the blistering heat and the furnaces feed their mental abilities. They occasionally have need to employ their powers to blast open new pits in the smoking earth, to access a new seam of molten lava for the slaves to harvest. The workers mumble their holy allegiances to drudgery and despair as the molten geysers claim them for the core of almighty Pangloss. Those who attempt to escape a fiery death are herded back to their appointed destiny by a Friar's titanic fork.

FRIAR OF PANGLOSS

AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	9
INGENUITY	4	STRENGTH	10

SKILLS
Convince 4, Fighting 1, Knowledge 4, Marksman 1

TRAITS
Alien
Alien Appearance
Astral Projection – see *The Third Doctor Expanded Universe Sourcebook*
Clairvoyance
Dependency (Minor) – In the absence of infernal heat, the Friars' mental powers dwindle
Feel the Turn of the Universe
Hypnosis (Major)
Immortal (Major)
Natural Weapon (Major) – Psychic Blast: 8(4/8/12) damage
Possess
Precognition
Psychic
Size – Huge (Major)
Telekinesis
Telepathy

EQUIPMENT
Fork: Strength +4 damage

TECH LEVEL: 7

STORY POINTS: 10

THE GARVOND *(The Dimension Riders)*

The Worshipful and Ancient Law of Gallifrey tells in part of the coming of a creature more powerful than time itself, after being trapped in the Matrix for millennia. The book relates that a Cardinal once wrestled with it for a full day and night, and somehow the creature ate away his life from within and stole his remaining regenerations, ageing him to death. This creature has been given many names: Garvond, Garavond, Garivont, and many thousands more. All are corruptions of the Old High Gallifreyan *gjara' vont*, "of darkest thought", as it feeds on fear, buried suspicions and mistrust.

According to the legends, the Garvond was imprisoned by the power of the Time Lord minds in the Panatropic Net. It is a gestalt, a composite of pure mental energy and it fed off the very minds and hate that held it captive.

The Meddling Monk, seeking revenge on the Doctor, changed history to ensure that the Garvond was created and freed. It remained in the Vortex, where it grew and gathered an army of Time Soldiers, time travellers of many races who strayed into its domain and fell under its power. Reaching out into the universe, it made contact with the President (see *V168*), a Time Lord renegade from the far future, and promised him power for his assistance. The Garvond needs huge amounts of temporal energy to feed itself and grow in strength. It intends to have the President's android, Amanda, assassinate a British government minister during a thousand year period of crystallised time, and the resulting paradox's energy release will provide it with god-like power.

The Garvond manifests as a skeletal figure seated on a huge throne and bathed in blazing fire. Its fiery outline seems to be swathed in a cloak of darkness. Its massive skull swivels on a crackling neck of bare bone. Night itself lurks in its hollow eyes, and time energy burns on its claws. The Garvond's triumphant screams are like the rending of metal and its coming is heralded by an unearthly howling wind.

The Garvond's Time Soldiers are an army of spectral figures. Humans, Gallifreyans, Tharils and others, all salvaged from the flotsam of time and turned into ghosts, shadows of themselves. Corrupted by the Garvond's possession of their minds and souls, the Time Soldiers appear to wear masks like animal snouts. But this is their flesh, transformed by the Garvond. They wield large-barrelled blasters which are again part of their bodies and which fire time energy capable of destroying their victims utterly. Only hylenium reflects this energy back against them.

The Garvond can speak through its Time Soldiers, and they are lacking any free will. Because they travel through time, their senses are bombarded with so much information that they can't actually see anything that isn't moving.

Once the Garvond has fed on the energy of the paradox it intends to create, it plans to ravage time, growing all the while until it becomes unstoppable.

THE GARVOND

AWARENESS	5	PRESENCE	8
COORDINATION	3	RESOLVE	7
INGENUITY	5	STRENGTH	7

SKILLS

Convince 5, Fighting 1, Knowledge 7, Marksman 4, Science 5, Survival 4, Technology 5, Transport 3

TRAITS

Alien
Alien Appearance
Environmental (Major)
Fear Factor 3
Feel the Turn of the Universe
Hypnosis (Major)
Immortal (Major)
Immunity – As a creature of pure energy, the Garvond is immune to physical damage
Natural Weapon (Major) – Time Energy: L(4/L/L)
Networked (Major) – The Time Soldiers
Possess – Anyone possessed by the Garvond is transformed into a Time Soldier
Psychic
Telepathy
Vortex

TECH LEVEL: 11
STORY POINTS: 12

TIME SOLDIER

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 2, Resolve 2, Strength 3
Skills: Fighting 2, Marksman 3
Traits: Alien, Alien Appearance, Alien Senses (Movement Tracking), Enslaved, Fear Factor 1, Impaired Senses (Major: Blind), Environmental (Major), Natural Weapon (Major: Time Energy – L(4/L/L) damage), Networked (Major: The Garvond), Teleport, Tough, Vortex, Weakness (Major: Hylenium reflects a Time Soldier's time energy back at it)
Tech Level: 11 **Story Points:** 1-2

GILLES LEMAITRE *(White Darkness)*

The man known in 1915 as Gilles LeMaitre was born in West Africa in 1744. He was the son of an Efik tribesman in the Kingdom of Dahomey and was named Nkome. In 1750, Nkome's village failed to provide enough slaves for the white slavers and the entire population was taken instead. Nkome was renamed Gilles by the slavers. During their voyage to the New World, Gilles listened to the stories the Leopard Chief of the village told of the ancients. But the ship was wrecked in a violent storm off of Cuba and only Gilles and the Leopard Chief survived.

The Leopard Chief trained Gilles on matters of the spirit world, to the point where he could begin to set in motion a plan to extract revenge from the white nations. The Leopard Chief told the boy about the Great Old Ones (see *V136*) and how they had saved the pair from the shipwreck for this. Gilles learned how to prepare mind-expanding drugs from peyote roots and made contact with the mind of one of the Great Old Ones, Cthulhu, who extended his life well beyond its natural limit.

By 1915, Gilles is Gilles LeMaitre, and he lives in Haiti (see *L104*). Although over a century and a half old, he looks to be in his early sixties. Mait, as his closest servants and allies call him, is an overweight man with dark, inky black eyes, and greying hair and moustache. LeMaitre has a large villa on the hillside above Port-au-Prince, away from the open water which he has feared since the shipwreck. Mait employs a handful of servants at the villa.

Even President Sam has heard of Mait and know that he is rumoured to be quite possibly the most powerful *houngan*, or *vodoun* priest, on Haiti. Some even say that he is also a *boeor*, a sorcerer and practitioner of the darker rites of the Petro Gods from the Congo. People have been known to whisper of dark ceremonies stumbled upon by accident, and of the zombis created by them.

LeMaitre has built up a small but powerful network, a cult that performs many *cochon gris* ceremonies. In particular, Mait can create *zombi* slaves using the *Wte No Nan Dlo* ritual, its power enhanced by a human sacrifice. These *zombis* have their Awareness, Ingenuity, Presence and Resolve all reduced to 1, and they gain Enslaved and Tough.

In a concealed alcove at his villa, LeMaitre has a device that Cthulhu taught him to build, which he terms a mind mirror. The Doctor referred to it as a focused neuro-pattern enhancer. It is a small gold and silver mechanism, perhaps two feet tall and one foot wide, resembling a clock, but with a circular convex mirror where the face would normally be, and with other smaller mirrors orbiting on stalks. Although Mait has no natural psychic abilities, the mind mirror allows him to communicate with his allies and servants, and control his *zombis* over distance.

GILLES LEMAITRE

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	2

SKILLS
Convince 5, Craft (Vodoun Rituals) 6, Knowledge 4, Medicine 3, Subterfuge 3, Survival 2

TRAITS
Authority (Minor) – Houngan
Phobia – Open water
Psychic Training
Wealthy (Minor)

EQUIPMENT
Mind Mirror [Traits: Telepathy. Story Points: 1.]

TECH LEVEL: 4

STORY POINTS: 8

LeMaitre has a giant version of the mind mirror installed in a cavern and plans to use this in conjunction with the *Wte No Nan Dlo* ritual to reunite Cthulhu's mind with its body and wake it from its hibernation in a crypt deep beneath Haiti.

GLOSPIN *(Lungbarrow)*

Of all of the eccentrics among the Doctor's Cousins in the House of Lungbarrow (see *L107*), Glospinninymortheras was always the most twisted and wicked. During their childhood, Glospin incessantly bullied the Doctor. He was, however, the favourite of Satthralope, the Housekeeper, so had some measure of protection from censure.

One of the overriding mysteries of Lungbarrow are the events leading up to the murder of Quences, the House's Kithriarch. At the time of the murder, the Doctor had already been cast out of Lungbarrow and was working in a lowly position in the Capitol.

The day before Quences' Deathday, Glospin visited the Doctor in his exile. They were both very obstreperous, and Glospin was desperate to secure his inheritance, because he thought Quences might pass over him in favour of the Doctor. Glospin claimed to have found anomalies in the Doctor's Loom records. And why does the Doctor, alone among Loom-born Gallifreyans (see *G23*), have a navel? The pair ended up fighting, but the Hand of Omega came to the Doctor's rescue. It fended Glospin off, leaving him with a deep burn on his arm which even regeneration would not heal.

The following day, Quences was murdered, apparently by the Doctor. The Doctor fled Gallifrey and Quences has been in apparent stasis ever since, waiting until the Doctor returns and his will can be read. In the meantime, the House of Lungbarrow has been boarded up with its Cousins inside. By the time the Doctor returns six hundred and seventy-three years later, it is buried beneath the surface of Gallifrey.

Glospin is now on his third incarnation. He is a tall figure with long, curling, brown hair parted at the centre to frame his pale, aquiline features. Glospin favours a faded maroon-coloured tunic. With the Doctor gone, his malign intentions have been directed towards Owis, the Cousin who was loomed as the Doctor's replacement when it was uncovered that the Doctor was not genetically of Lungbarrow. He has encouraged Owis's resentment at being regarded as an inferior replacement of the Doctor.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Glospin is the real murderer of Quences. During the fight in the Capitol, he had managed to obtain a sample of the Doctor's DNA. Returning to Lungbarrow, Glospin deliberately made himself ill enough to die and, being a skilled eugenicist, used the DNA sample to regenerate himself into the First Doctor's image. As the Doctor, he stabbed Quences with a double-bladed knife and was witnessed by Cousin Innocet leaving Quences' room. He then regenerated again into his current form, his fourth incarnation, not the third as is generally believed.

With the return of the Doctor six hundred and seventy-three years later, Glospin's hatred towards him burns even brighter. But he sees that he might finally inherit Lungbarrow from Quences.

If the Kithriarch's will can be found, then Glospin can ensure that it names him and not the Doctor after all, and Quences can be revived from stasis to read it. Glospin will manipulate and even murder his Cousins in order to secure what he sees as his birthright.

GLOSPIN

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 2, Convince 4, Craft 1, Fighting 2, Knowledge 4, Marksman 2, Science 4 (AoE: Eugenics), Subterfuge 4, Technology 3

TRAITS
Argumentative
Cloistered
Eccentric (Major)
Feel the Turn of the Universe
Obsession (Major) – Inheriting the House of Lungbarrow
Psychic
Time Lord
Time Lord – Experienced x3
Vortex

TECH LEVEL: 10

STORY POINTS: 8

GORLANS *(The Two Masters)*

Gorlans are silicon-based aliens and have very little in common with carbon-based lifeforms. They have a reputation for being a rather violent species. It is perhaps fortunate therefore that they are from a planet quite some way distant from the Earth, galactically speaking. They are only rarely encountered in our sector of the Milky Way.

The Gorlan Empire dominated their own sector of the galaxy for many centuries, until it was brought down by civil war. This was caused by a dispute over the line of succession. Two royal families came forward with plausible claims to the Imperial Throne: the houses of Baron Kalazar and Baron Jarvill. Neither was willing to back down, and the inevitable result was war. Billions died, and the Empire crumbled from within.

One of the conflict's most crucial battles was the fight for control of the Torazine Hypertunnel, the last remaining passageway between the rival factions' respective areas of space. If Jarvill's forces could take the Hypertunnel from Kalazar, he would be able to bring his entire fleet through unopposed. But if Kalazar's troops could keep the tunnel to themselves, Jarvill would only be able to attack in dribs and drabs. The battle was a pivotal point in the entire war and the outcome could swing it to one side or the other.

It is therefore not surprising to learn that the Master inserted himself at this crucial juncture. In fact, not one but two Masters, in a manner of speaking. At this point in his life, the decaying Master had managed to swap minds with one of his future incarnations and rid himself of his corpse-like shell.

In the body of his future self, the villainous Time Lord posed as General Malgrove, "malgrove" being the Gorlan word for "master". The Master was playing both sides off against each other, helping each baron destroy the other whilst maintaining the illusion of being a friend to both. Then when they were out of the way, he planned to step in to fill the resultant power vacuum, providing himself with an Empire to rule and an army to lead.

Gorlans are humanoid in form, but are composed of a hard rock-like material. This makes them very difficult to damage, but they are cumbersome compared to the average human. When they speak, Gorlans sound as if their voices are generated by the rumbling of rocks grinding together. They often find carbon-based lifeforms a little tricky to be able to distinguish between one individual and another.

The Gorlans' crystalline structure means that they can be vulnerable to certain sonic attacks. A focused beam of sonic energy on a frequency keyed to Gorlan biology and broadcast with sufficient volume can quite literally shatter them into pieces.

The Fourth Doctor once encountered Grostar, a Gorlan who was part of Amanda Steel's "pest control" team who had been hired to deal with an infestation on Funworld (see *The Fourth Doctor Addendum 2020*). It was the Seventh Doctor who became involved in the Gorlan civil war when he tried to stop the Master's schemes at the Torazine Hypertunnel.

GORLAN

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	6

SKILLS
Athletics 2, Fighting 4, Marksman 4, Subterfuge 1, Survival 4, Technology 2, Transport 1

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Armour (5 points)
Brave
Weakness (Major) – Gorlans are vulnerable to certain sonic frequencies and take Lethal damage as they are literally shaken apart

TECH LEVEL: 6

STORY POINTS: 1-4

GREAT OLD ONES *(White Darkness)*

In the dying days of the universe before this current one, a group of beings discovered how to preserve themselves past the point where their universe ended. They shuttled themselves sideways, into a parallel universe which ceased a split-second after ours came into existence. Just before that parallel universe ended, they jumped back to ours. But the universe before ours was set up differently. Fundamental physical laws were different, which means that the Great Old Ones have powers undreamed of by anybody in this universe. Powers that make them look like gods.

Many millions of years ago on Earth, after the Silurians and Sea Devils had retreated into hibernation, the Great Old Ones had warred against an enemy as terrible as they. The destructive power of the weapons used had affected the very bones of the planet. They could tell that earthquakes, fire and flood would soon follow. The only recourse was a retreat to the deepest, darkest places in the heart of the world. As the time drew near, the parts of their great multi-lobed brains which could sleep gently drifted into a state of suspended animation. Those parts of the mind which could follow the magnetic fields of the world, soar along the solar winds, and even travel the time winds themselves, did so.

At the last suitable conjunction of the intangible forces of time and space, the Great Ones left their former lives, drifting through the Vortex to seek new experiences as they waited until the time when they could return to their true forms. But the return could not simply be whenever the planet's biosphere had recovered. For one thing, they would need assistance after being gone so long. Secondly, they could only return when the stars were right. Aeons passed and the stars shifted in the heavens, never quite returning to the pattern that would allow the Great Old Ones to wake.

All over the universe, cults have sprung up to worship the Great Old Ones, and there are many of them. Nyarlathotep, Azathoth and the Gods of Ragnarok. Dagon, who was worshipped by the Sea Devils, and the entity known as Hastur the Unspeakable who also goes by the name of Fenric. Yog-Sothoth, whom the Doctor battled in Tibet and again in London, and Lloigor, who enslaved the Zarbi and Menoptra on Vortis. They are all alien to this universe and its laws, both moral and physical.

The Doctor encountered the cult of Cthulhu, a particularly malevolent Great Old One, in Haiti in 1915 (see *L104*). Cthulhu lies in an endless sleep entombed in a stone crypt buried deep beneath Hispaniola. While its consciousness drifts through the Vortex, its subconscious is still within its sleeping body. With the stars almost returning to the right position, Cthulhu needs its cult to perform certain rituals to reunite its conscious mind with its body. During this time, Cthulhu's dreams generate a psychic field of pure malevolence over Hispaniola.

CTHULHU

AWARENESS	6	PRESENCE	12
COORDINATION	3	RESOLVE	10
INGENUITY	6	STRENGTH	20

SKILLS
Athletics 4, Convince 5, Craft 4, Fighting 4, Knowledge 7, Marksman 3, Medicine 4, Science 6, Subterfuge 4, Survival 6, Technology 5

TRAITS
Alien
Alien Appearance
Environmental (Major)
Fast Healing (Special)
Fear Factor 4
Flight (Major)
Hypnosis (Major)
Immortal (Special)
Immunity – Physical damage is as nothing to Great Cthulhu
Indomitable
Natural Weapon (Minor) – Ravening Maw and Talons: Strength +4 damage
Possess
Psychic
Size – Colossal
Telepathy
Weakness (Major) – Great Cthulhu lies dead but dreaming… until the stars are right and the correct rituals performed

TECH LEVEL: 12

STORY POINTS: 12

The Great Old Ones are part of the wider pantheon known as the Elder Gods (see *The Fifth Doctor Expanded Universe Sourcebook*), ancient entities with vast powers who have existed since – and in some case before – the dawn of time.

HANK HARRIGAN *(Warlock)*

In the 1950s, Hank Harrigan was the founder of IDEA, the International Drug Enforcement Agency. Harrigan was a Texan who had been the architect of the CIA's MK/Ultrahuman research program shortly after the Second World War. At that time, the CIA started fooling around with all sorts of weird drugs, including LSD, MDMA and warlock (see *G27*).

IDEA supposedly originated as a pooling of resources by Interpol and the FBI. But, for Harrigan, drug-busting for the government was fun, educational and above all well-funded. He feared that people would eventually realise that drugs are basically a public health problem and they would decriminalise them. In order to keep the gravy train rolling, Harrigan actually created IDEA as a high-profile agency to give the media great footage and keep the American public gung-ho about the war on drugs. The entire organisation is basically a propaganda exercise, designed to keep drugs illegal and Harrigan rich.

When Harrigan started to get old, he realised that warlock, one of the drugs he had been experimenting with on and off for years, could be the fountain of youth. He had come to believe that warlock is alive after a fashion. Over the decades he had worked with it, he'd seen it mutate, seeming to change into something a little different. It's like it's been going in a certain direction like a stream, or changing and growing like a tree. And Harrigan can swim along that stream or climb that tree with it. To him, it offers immortality.

Harrigan revived some of the CIA drug programs, got a bunch of young recruits and chose the best candidate to provide him with a new, young body. He selected an army recruit who was an orphan and had no close friends, no one to miss him. Using very high doses of warlock, Harrigan transferred his own consciousness into the body of the recruit and took up residence. The youth's mind was shunted aside, only manifesting as the occasional, fleeting memory.

Harrigan arranged for his old body to have a fatal heart attack, and for him to pose as his son, Henry Harrigan Jr, returning from overseas. He used his old government contacts to get a job and, in a few years, he was just about back to where he wanted to be, as the head of IDEA fighting the war on drugs.

By 2014, Harrigan is once again an old man, and he's planning to transfer to another new body. He still has access to warlock, and he has identified Creed McIlveen (see *A59*) as being suitable for his needs. McIlveen is a police officer investigating warlock, and it won't require Harrigan to pull too many strings for him to arrange for McIlveen to take over from him at IDEA. He doesn't want to let his grip on the organisation slip away.

Hank Harrigan is a large man with a hard jut of belly. His face is wrinkled and his hands are liver-spotted. He talks with a heavy Texan accent and has the vocabulary of an educated man. Until his true colours are revealed, he has a gentle, courtly manner. His offices as head of IDEA are located in the King Building in New York, once occupied by the Butler Institute (see *Volume 1*).

HANK HARRIGAN

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 3, Knowledge 4, Marksman 3, Medicine 3 (AoE: Pharmacology), Science 2

TRAITS
Authority (Minor)
Dark Secret (Major)
Wealthy (Minor)

TECH LEVEL: 5

STORY POINTS: 6

HENRY *(Spider's Shadow)*

When the Doctor found himself on the planet Keldafria on the eve of a key battle against the monstrous Spiders, he sensed that something very strange was going on. It wasn't just that the TARDIS could not leave. It was a feeling of time being out of joint.

Keldafria is a military power, possibly a breakaway from the Earth Empire during the period of its decline in the early 31st Century. Keldafrians consider all aliens to be ravening monsters to be conquered and destroyed.

Keldafria is ruled by the Martial Princesses Louisa and Alison, joint commanders-in-chief of the Imperial Army Keldafrian. But as the Doctor dances with Princess Louisa at the ball to celebrate the imminent victory over the Spiders, and as Princess Alison secretly meets with her beau in the palace gardens, time fractures and re-sets itself again and again. With a sense of inevitability, the Spiders break through and storm the palace, killing soldiers and civilians alike. Somehow, these temporal fractures seem connected to the bloodflowers in the Doctor's lapel and decorating the palace library, the rose-like royal emblem of Princess Louisa.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Spiders are not actual arachnids and they resemble them only superficially. As large as a human, they have a variable number of legs, or rather things that act like legs but are more like nerve endings. In fact, they are each part of a pan-dimensional being far greater than anything in our reality. This creature is highly intelligent but it has no name, so the Doctor has elected to call it Henry. The Spiders are no more than the equivalent of the nerve endings that they resemble.

Henry is able to manipulate time, suspend its flow, create loops and perceive the future. His pan-dimensional nature means that the Spiders are even able to penetrate the TARDIS. When the Doctor asked why Henry extends his nerve endings into this reality, Henry plucked an analogy from the Doctor's mind, asking why would a man paddle in the sea?

In order to prevent the Keldafrian army from destroying his nerve endings, their dying matter already saturating the bloodflowers on the battlefield, Henry has woven a temporal and dimensional cocoon to trap the Princesses and their armies. He does not believe in capital punishment, but knows that the jealousy that Alison has for Louisa will eventually cause them to destroy each other, as they relive key events at the ball over and over again. Except that the accidental arrival of the TARDIS has allowed the Doctor to calm things down and prevent this.

From Henry's perspective, the Doctor is a bug in the system, something to be extinguished by his Spiders. Henry can manifest itself by birthing a suitable form from any of the Spiders, enabling him to converse with the Doctor. Although undeniably highly intelligent, Henry's speech is a coarse rumble. How can the Doctor defeat something that only exists in our reality in the very slightest of senses?

Although stats are provided here for his Spiders, Henry himself is far too powerful to be encapsulated in mere numbers.

SPIDER

AWARENESS	4	PRESENCE	6
COORDINATION	5	RESOLVE	5
INGENUITY	12	STRENGTH	6

SKILLS
Athletics 3, Convince 3, Fighting 3, Knowledge 5, Science 7, Subterfuge 1, Technology 4

TRAITS
Additional Limbs (legs) x2
Alien
Alien Appearance
Alien Organs (Minor)
Alien Senses – Pan-dimensional
Environmental (Major)
Feel the Turn of the Universe
Networked (Major)
Precognition
Psychic
Tough
Vortex

TECH LEVEL: 12

STORY POINTS: 2-4

HITH *(Original Sin)*

In 2971, the Hith lost a short but very nasty war with the Earth Empire. To the humans, this was the Hith Annexation during the Wars of Acquisition. To the Hith, it was the Great Patriotic War. The Hith had an experimental, two-Hith ship which they knew could devastate the Empire's fleet. It was their last defence against humanity. But the ship's captain had sold out. The ship made a jump through hyperspace on its first flight and ended up in the wrong spot, surrounded by the Imperial Landsknechte

Hithis, the Hith home world, was occupied and terraformed, and the remnants of the Hith were left wandering around the galaxy in whatever spaceships they could beg, borrow or run off with without paying spaceport fees. Former Hith warriors now serve in restaurants. Hith diplomats clean urinals. Their scientists and industrialists beg on the streets. Their most sublime artists clean shoes for a living. Unsurprisingly, very few Hith are to be found on Earth, the home planet of their enemies.

As an act of passive aggression, all Hith renounced their original names and have taken ones to remind them and the rest of the galaxy what happened to them. Names like Homeless Forsaken Betrayed and Alone, Waiting for Justice and Dreaming of Home, and Powerless Friendless and Scattered Through Space. The Hith may have lost their civilisation, but they still have their pride.

Hith are a slug-like species, their rubbery skin covered in mucus. They have eye-stalks, pseudo-limbs and a vestigial shell on their tails. They are able to change sex. Hith are known to be tough creatures with a legendary capacity for survival.

As a species, the Hith hate company. Back on Hithis, where a Hith could slither over the wide blue sward for days without having to see anyone, it was said that a lonely Hith is a happy Hith. But they are now forced to congregate together to survive.

Before terraforming Hithis, the Landsknechte preserved a portion of its surface and transplanted it to their own world of Purgatory. They took it as a trophy and as an example of territory on which their tactics could be tested, joining sections stolen from hundreds of other conquered worlds in a patchwork training ground for Landsknecht forces.

After the war, some Hith were allowed to take menial jobs on Purgatory. Dedicated Hith agents managed to work out a way to disable the Landsknecht's sensors. Within a few years, Hith ships could slip in and out of Landsknecht space at will, without being detected. A secret Hith encampment for the Hith government in exile was built within the Hithis environment. Hith agents alert them if a Landsknecht exercise is to be carried out, and they pack up the tents and leave the planet for the duration. Given the number of planetary environments on Purgatory, it happens very rarely.

HITH

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Knowledge 1, Subterfuge 4, Survival 6, Technology 3

TRAITS
Adversary (Major) – The Earth Empire
Alien
Alien Appearance
Marginalised
Phobia – Uncomfortable in crowds
Tough

TECH LEVEL: 7

STORY POINTS: 3-5

The Hith are using diplomatic channels to try to get an audience with the Empress to plead the case for the return of their planet. But behind the scenes and from within the territory of their enemies, the Hith are planning their revenge on the humans. They mean to reclaim their world, by whatever means necessary.

THE HOOTHI *(Love and War)*

Nobody knows where the Hoothi evolved or if they were artificially created. They're fungoid creatures that live off blood and decayed matter. Millions of years ago, they farmed whole worlds, keeping sentient populations as herd animals. Then they interfered in a war that involved the Time Lords.

The Time Lords sent an ambassador to the Hoothi worlds to stop them from interfering in Gallifreyan affairs any further. The Hoothi infected him with their spores and sent him back to Gallifrey as a weapon. But Time Lord biochemistry was more advanced than theirs was at that time, and the attack was defeated. Gallifrey intended to time loop the Hoothi worlds, but the Hoothi vanished from the Milky Way. It was thought that they had decided to search for easier prizes elsewhere.

Individual Hoothi are grey puffball creatures capable of growing to the size of trees, their surfaces wrinkled like brains and sprouting tangles of filamentary tentacles. They normally speak through the slaves that they have infested with their spores, but they're able to produce a guttural, hissing voice if necessary. Hoothi infest the bodies of their slain foes and use them as pawns in their obscene plottings. Infected corpses can lie dead for thousands, perhaps millions of years before being reanimated by the Hoothi spores within them.

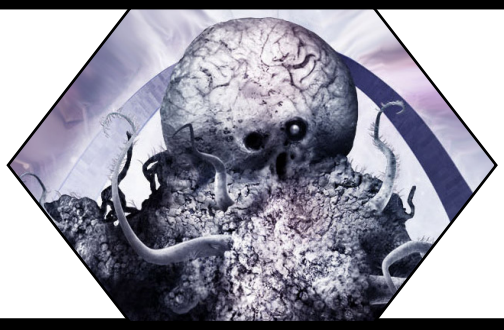
The Hoothi can also infect the living with their spores and filaments. The merest contact with exposed skin is enough to infect a creature, though there might not be any outward sign of this other than a small hole in the skin made by the filament as it enters the body.

Hoothi can use the senses of the infected to gather information. Victims might retain their physical appearance for years, and even control of their own minds. But the Hoothi can cause their bodies to erupt into full infestation at any time, a victim bursting into fungoid life as their organic matter is totally consumed within seconds. There is no cure, and a victim can only hope that the psychic command will never be given.

As master strategists, the Hoothi plan their moves well in advance. They prefer to let others do the work, and appear to act only at the last minute. The Hoothi have a group mind; the whole species thinks as a single being. They're very cunning and very dangerous, but they traditionally run away from larger forces.

Hoothi sail through space and hyperspace in silent gas dirigibles constructed of the bones and skin of their victims. These spheres are a kind of engineered lifeform. They are invisible to most tracking systems, thanks to the Hoothi's psychic powers, and can grow to be as large as a moon. The dirigibles are inflated by the noxious atmospheric gases that the Hoothi ingest, which are normally lethal to humans (and highly inflammable). Each sphere is created and inhabited by four Hoothi and their slaves.

HOOTHI



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	5	STRENGTH	6

SKILLS
Convince 4, Craft 3, Fighting 2, Knowledge 5, Science 1, Subterfuge 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Alien Organs (Minor)
Environmental (Minor) – Able to breathe noxious atmospheres
Fear Factor 2
Infection – Any contact of the Hoothi with exposed skin requires a contest of Presence + Resolve with the Hoothi having a +8 bonus; if the victim fails, it is immediately infected, as described in the text
Networked (Major)
Psychic
Size – Huge (Minor, some growing to Major)
Telepathy

TECH LEVEL: 6
STORY POINTS: 4-6

The Hoothi may have vanished millions of years ago, but not before they had prepared for their return on the planet Heaven (see *L106*)...

HOOTHI DIRIGIBLE
Armour: 2 **Hit Capacity:** 5-100 (depending on size) **Speed:** 2

Traits: Flight (Major), Invisible (to Scan), Travel, Vortex (limited to entering hyperspace), Weakness (Major) – Vulnerable to fire, taking L(4/L/L) from any fire-based attack
Story Points: 8

HUITZILIN *(The Left-Handed Hummingbird)*

In the pantheon of the Aztecs, the sons of the creator god and goddess were the four Tezcatlipocas. The Blue Tezcatlipoca was the Aztecs' patron, Huitzilopochtli. Huitzilopochtli's name is sometimes translated as Left-Handed Hummingbird, from *huitzilin*, hummingbird, and *opochtli*, left. The hummingbird was the emblem of the warrior, while "left" also meant south. Hence the real meaning of Huitzilopochtli's name: Southern Warrior.

Huitzilopochtli was the patron of the Mexica people and the Aztec god of war who wielded the *Xiuhcoatl* (see *G28*) in combat. In reality, he was a combination of the deity Opochtli and an actual Aztec chieftain, Huitzilin. The Aztec god of war was real.

Once upon a time, Huitzilin was an Aztec chief, back when they were still nomads. They were sheltering in a cave when they found something the Exxilons (see *Death to the Daleks*) had left behind, a ruptured fuel pod that was leaking radiation. Most of his people died, but Huitzilin was mutated by the radiation, becoming one of the most powerful psychics in human history. Huitzilin also found the *Xiuhcoatl*, an Exxilon tool and weapon, and used it to destroy an army his sister brought against him.

When his time came to die, Huitzilin used his powers to survive. He didn't exactly stop his physical death, which he had already postponed. He survived by stopping being real, in the same way that a dead person is no longer real, and became imaginary. Suitable analogues would be a ghost or a Jungian archetype.

Huitzilin was the ghost voice who led the Aztecs, but as he was no longer corporeal, he could no longer wield the *Xiuhcoatl*. Being non-corporeal, he also needed a different kind of food. When a person dies, they give up their reality. In other words, they produce a certain amount of psychic energy, and it is this on which Huitzilin feeds. He has become a form of psychic vampire. It's not that different to the mundane food chain, except that the amount of psychic energy that Huitzilin needs has increased exponentially.

At first, Huitzilin fed on the energy released by the human sacrifice of the Aztecs. Then on the deaths following the arrival of the Conquistadors. Then, travelling the world, on the disappearances in Chile, famine in East Timor, war, terrorism and death. Without it, Huitzilin begins to unravel, the Blue that is his own psychic energy leaking out and dissipating.

By 1994, Huitzilin is little more than the Blue that has sustained him, a ghost, an image smeared in the air. If anyone could see him, he would be tall and muscular, and dressed as an Aztec chief should be, in gold and feathers. His smile is white. His hair is long and white. His eyes are Blue.

As the Blue, Huitzilin is time permeable. He knows what will happen in the future, who he will meet and what they will do, because he has already experienced it. Past and future are the same thing to the Blue. But he needs to be corporeal again. He needs to feed and gain a body, to become unstoppable.

HUITZILIN

AWARENESS	5	PRESENCE	7
COORDINATION	3	RESOLVE	8
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 4, Fighting 1, Knowledge 3, Marksman 2, Subterfuge 4, Survival 3

TRAITS
Dependency (Major) – Feeds on the psychic energy released by death; without this, Huitzilin loses one Attribute point per day
Feel the Turn of the Universe
Hypnosis (Major)
Immaterial
Immortal (Major)
Indomitable
Invisible (Special Bad)
Possess
Precognition
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Telepathy
Time Traveller (Major) – Has lived through Tech Levels 4 and 5

TECH LEVEL: 3

STORY POINTS: 10

INITEC *(Original Sin)*

By the late 30th Century, INITEC – Interstellar Nanoatomic Independent Terran Empire Corporation – is the only major corporation whose headquarters are still on Earth (see *L98*), with their main offices in Spaceport Five Overcity. The other corporations have all moved to the Outer Rim planets, but INITEC has stayed.

INITEC weapons, spaceships and warbots have all contributed to making the Earth Empire what it is. To alien eyes, that would be a monolithic force for oppression and misery. To human eyes, it's a stable and safe galactic power, and the INITEC logo – an eye in the palm of an open hand – is a symbol of reassurance. Its bots are ubiquitous on Earth and throughout the Empire.

INITEC has been Earth's protector. The INITEC ships and weapons that the Imperial Landsknechte use are an almost impenetrable shield. If it hadn't been for the invention of the boson cannon, a development of the INITEC laboratories, the Jullatii would have overrun the Earth in 2350. If INITEC researchers had not already built the first of the Vigilant laser defence satellites, then the Zygons would have melted the ice-caps and flooded the world in 2765. And it was INITEC's development of the glitter-gun that won the Second Cyberwar.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

INITEC's chairman and sole shareholder is somebody familiar to the Doctor: Tobias Vaughn (see *The Invasion*). The Tobias Vaughn the Second Doctor encountered in London was not the original. It was one of a number of robot copies programmed with Vaughn's mind and memories that he had constructed as a safeguard for his own survival.

After the Cyberman invasion was thwarted, Tobias Vaughn infiltrated Department C19 and its operations (see *The Third Doctor Expanded Universe Sourcebook*). Over the following centuries, he pushed humanity's development forwards. Along the way, he built BOSS (see *The Green Death*), and funded Think Tank's research into robotics (see *Robot*) so that they could build a body for him. Vaughn transformed the remains of International Electromatics into INITEC.

But over a thousand years, with the transfer of his consciousness from one machine body to the next, and with every upgrade of storage technology, information has been lost. Vaughn has felt entropy nibbling at his memories.

Despite mankind's advances, he has not been able to replicate the sophistication of the body that the Cybermen originally created for him. But he is able to transfer his mind into any robot containing an INITEC component, able to see through their eyes and take control of them. But he can only occupy a single robotic body at a time. His main form is a version of the original Tobias Vaughn, identical but metallic.

VAUGHN ROBOT

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	5	STRENGTH	7

SKILLS
Convince 5, Craft 3, Fighting 2, Knowledge 5, Marksman 2, Science 3, Technology 5

TRAITS
Armour (5 points)
Arrogant
Control (Major) – Using his Networked Trait
Environmental (Minor) – Doesn't breathe
Indomitable
Menacing
Networked (Major) – Can transfer his consciousness to any robot or computer containing an INITEC component
Obsession (Major) – Immortality and the survival of humanity
Robot
Time Traveller (Minor) – Has lived through Tech Levels 5 and 6

TECH LEVEL: 7

STORY POINTS: 6

If Tobias Vaughn is able to gain access to a time machine – the one technology that has eluded him – he would travel back to rescue the body the Cybermen built for him, or go into the future to a time where humanity can build him an equivalent. He needs to touch and to taste again. Not just for himself but for the Empire. He considers himself humanity's last defence and he must survive.

JABARI *(The Jabari Countdown)*

The Jabari are a race of aggressive interplanetary conquerors who invade planets by infecting their victims and reducing the population to the status of slaves. Once infected, a victim will find their brain being taken over, piece by piece until they become a Jabari slave. The infection isn't immediately apparent, and a character attacked by a Jabari may think themselves lucky to have managed to escape alive. But this is part of the Jabari's strategy, as they do not wish to unnecessarily kill those who are more useful to them alive.

To human eyes, a Jabari is a monstrous creature with ravening jaws and talons. They tend to hunt in the shadows and ambush their prey. Anybody infected by a scratch or bite from a Jabari (taking a minimum of 1 point of damage) must make an immediate contest of Resolve + Strength against their attacker to determine whether they have been infected. If they have, they must make a further roll every fifteen minutes or take 1 point of damage allocated to either Ingenuity, Presence or Resolve. Once each of the these have been reduced to 1 point, the victim goes into spasm and emerges as a slave under the control of the Jabari that infected them.

Jabari have one weakness: salt. Any attack involving salt in some way inflicts an additional 2 points of damage to a Jabari; contact with salt causes 2 points of damage per Round of exposure; and even the mere proximity to salt causes it severe discomfort. For example, a Jabari can only cross a line of salt by succeeding at a Difficulty 15 Ingenuity + Resolve roll.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As a Jabari victim is overcome by the infection, a link is formed between their mind and that of the Jabari. The victim's subconscious mind may detect the Jabari's aversion to salt and try to provide clues to the conscious mind. During an incident on a deserted island during the Second World War, a number of people infected by a Jabari found themselves repeating numbers which contained clues to salt. For example, a god-fearing fisherman recited the chapter and verse numbers from the section of the Bible telling of Lot's wife being turned into a pillar of salt; and a chemist repeated numbers related to the atomic structure of salt.

If a Jabari is killed, by salt or otherwise, their slaves are freed of its control. If, however, an infected victim tries to use the salt on themselves as a cure, they will find that their metabolism is changing and that they too are acquiring a vulnerability to salt.

Jabari spaceships are often fitted with technology similar to a chameleon circuit, so that they can disguise themselves while on the worlds they intend to conquer. The one on the deserted island in the Second World War was disguised as an old house, both internally and externally.

JABARI

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 2, Fighting 4, Marksman 3, Subterfuge 4, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Fear Factor 1
Infection
Keen Senses (Minor) – Vision
Natural Weapons (Minor) – Talons and Fangs: Strength +2 damage
Tough
Weakness (Major) – Salt (see text)

EQUIPMENT
Energy Blaster: 6(3/6/9) damage

TECH LEVEL: 6

STORY POINTS: 2-4

JABARI SHIP
Armour: 5 **Hit Capacity:** 20 **Speed:** 8*

Traits: Scan, Shapeshift (Special), Transmit, Travel
Story Points: 7

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

JAKS *(The Moons of Vulpana)*

Lord Jaks was the middle son of Lady Ulla (see *V192*) of the House of Benja during the Golden Millennium on Vulpana (see *L156*). He is the omega of the litter, below the pecking order with his brothers, Issak and Tob. But Jaks doesn't care about his status. He believes his brothers to be brainless brutes and despises the Vulpanan lycanthrope traditions of hunting and killing for sport, considering his people to be slaves to the Vulpanan moons and their own blood-lust.

Science is unknown on Vulpana; even medicine is scorned. Jaks believes that over half the population – the serfs and other mongrels – is debased to the level of animals. Although their world has been left alone so far, its mineral wealth and strategic position make it inevitable that it will attract hostile off-world attention before long. According to Jaks, they are facing a stark choice: genocide or revolution by scientific means.

In a secret chamber above his private quarters, Jaks has a retro-futuristic laboratory and observatory far in advance of anything else on Vulpana. For years, he has been conducting scientific experiments and developing devices such as the laser pistols wielded by his lab assistants and laser grenades that cause minimal damage but a lot of light and sound capable of disorienting and stunning.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Jaks' crowning achievement is to create an artificial fifth moon. Along with a group of loyal associates, he has secretly launched this in orbit to join Vulpana's four natural moons. From his laboratory, Jaks can control its movements, keeping it hidden behind the other moons to prevent his family learning of it, or moving it to influence the moons' motions. He intends to use it to control the lycanthropic changes in his people. But it has been a matter of trial and error, with bestial rages being provoked among lycanthropes and mongrels alike, even when he has not intended to.

Jaks argues that some collateral damage is inevitable in the early stages. But once he has perfected the cure to their lycanthropy, he can work on eliminating unwanted side effects and build a new, peaceful Vulpana. Unfortunately, the road to that peace will be paved with innumerable corpses. He is even prepared to use his artificial moon to engineer the brutal deaths of his own brothers and the alpha males of the other Houses in an uncontrollable outpouring of violence at the Moon Day Festival hunt. Then he will be the only alpha male and heir to the House of Benja, able to lead his people into a new scientific age. Jaks sees himself and his science as the future of Vulpana.

Jaks has a second secret in addition to his artificial moon. He has never been able to transform into werewolf form. He has hidden this from others by bricking up the windows in his chambers and avoiding exposing himself to moonlight. He also claims that he has practiced techniques to control his urges and resist the transformation. But the truth is that he never had an inner demon to control, a shameful secret on this world.

JAKS

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	6	STRENGTH	4

SKILLS
Craft 3, Knowledge 3, Marksman 2, Science 4, Technology 4

TRAITS
Boffin
Dark Secret (Major) – Cannot change into werewolf form
Impaired Senses (Minor) – Like most Vulpanan werewolves of his time, Jaks is colour-blind and struggles with the colour blue
Keen Senses (Minor) – Sense of smell
Noble
Sense of Direction
Silver Spoon
Technically Adept

EQUIPMENT
Laser Pistol – 5(2/5/7) damage
Laser Grenades – S(S/S/4) damage in a 5 metre radius

TECH LEVEL: 3

STORY POINTS: 8

JARED KHAN *(Birthright)*

In 1270, in Ercildoune in Scotland, a young stable hand called Tommy encountered a strange, tall woman in the woods. Tommy suffered from a near-debilitating wasting sickness, only partially relieved by the potions his lord administered. But the woman offered him eternal life if he obtained the Doctor's TARDIS for her. Tommy accepted. The woman was the Charrl Queen (see *V114*), using her psychic powers to disguise her appearance. She granted Tommy a greatly extended lifespan and powerful psychic abilities to aid him.

Over the centuries since then, Tommy has pursued the Doctor across the world. From the court of Kublai Khan in 1289, to Windsor Castle in 1603, where he impersonated Dr John Dee (see *The Sixth Doctor Expanded Universe Sourcebook*), to Culloden in 1746. Each time just missing the Doctor.

In the early 19th Century, Tommy was posing as another dabbler in the supernatural, this time Count Alessandro di Cagliostro (see *The Fourth Doctor Addendum*). Officially, Cagliostro died in 1795. But both Khan and the man he was impersonating were active for several decades after that year. After this came a period when Thomas operated as a Jewish alchemist in Paris.

In 1909, Thomas has renamed himself Jared Khan. Khan is the owner of an antiquarian bookshop in Bloomsbury, London which he claims is the finest occult bookshop in the country. Khan presents himself as a corpulent and impeccably dressed gentleman, almost completely bald, with dark piercing eyes and a smile that reveals a gold tooth. A sense of power hangs around him, and the gaze of his eyes is almost a physical sensation, so powerful as to violate the privacy of those they rest upon. His skin is as dry as old leaves to the touch. Khan has learned to control his body language to the extent that it is extremely difficult to read any emotions or detect whether he is telling the truth (he can use his Resolve + Convince to counter any attempts).

Jared Khan is the Magus of the New Dawn, a society of gentlemen who are working to eradicate all that is useless and rotten from mankind. The New Dawn has wealthy and influential members all over the world. When the time is right, they will take over and end all wars, starvation and suffering. The New Dawn's roots go back centuries, perhaps as far back as 13th Century Scotland. Their true quest is for the Elixir of Life.

Already a wealthy man, Khan has become more so from the donations to the New Dawn and from his blackmailing activities. But all he really cares about is securing his immortality. His extended lifespan has retarded his ageing but not suspended it, and his wasting sickness has taken its toll. The healthy figure he seems is just a façade maintained by his psychic powers. Khan is just a tired old man, whose energies have atrophied almost past redemption. He only drops his disguise in the *sanctum sanctorum* of his private apartment above his bookshop.

JARED KHAN

AWARENESS	5	PRESENCE	6
COORDINATION	1	RESOLVE	7
INGENUITY	4	STRENGTH	1

SKILLS
Convince 6, Craft 4, Knowledge 5, Science 3, Subterfuge 4, Survival 2, Technology 3, Transport 2

TRAITS
Dark Secret (Major) – In league with the Charrl
Distinctive
Friends (Major) – The New Dawn
Hypnosis (Major)
Indomitable
Obsession (Major) – Obtain the Doctor and the TARDIS
Precognition
Psychic
Shapeshift (Special)
Telepathy
Time Traveller (Major) – Has lived through Tech Levels 3 and 4
Wealthy (Major)

TECH LEVEL: 2

STORY POINTS: 10

Ironically, young Tommy's lord in Ercildoune in 1270 was the Seventh Doctor who had been resting between travels.

KAPTEYNIANS *(Return of the Living Dad, The Room With No Doors)*

The planet Kapteyn 5 circling Kapteyn's Star is home to over sixty sentient species, all crammed together in four continents and two oceans, so it's perhaps not surprising that interspecies wars are commonplace. There are insect-people, bird-people, humanoids of all sorts, and many others.

Of the many Kapteynian races, the Doctor has only met a couple. One is an avian people resembling large, dark birds. They are short, maybe a metre and a half tall, with beaks and large-eyed faces. Their wings are powerful and feathered, and they can fly with ease, often living up in nests in the trees. The avians are the negotiators and messengers between all the peoples of Kapteyn 5. They're experts in interspecies communications and negotiations. Some are known to have psychic abilities.

The second Kapteynian race the Doctor has met is sometimes referred to as butterfly-people, but that's inaccurate. They are only the size of two hands but resemble small, perfectly-formed human children, though with great, glittering butterfly wings. Like fairies from an illustration in a nursery book, they glow with an elfin light.

During what in Earth's timeline is the 16th Century, Kapteyn 5 was invaded by the Caxtarids (see *V109*), a notorious race of slavers. As documented in Historian's *Account of the Kapteynian Peoples*, the Caxtarids exterminated four Kapteynian species outright, made deals with eight others and enslaved the rest. Kapteyn 5 became a Caxtarid tribute world under which the Kapteynians were compelled to hand over a percentage of their population each year. Some of the tribute became slaves, but the Caxtarids considered many of them to be useless, so they just ate them.

AVIAN KAPTEYNIAN

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 2, Convince 4 (AoE: Negotiation), Fighting 1, Marksman 3, Subterfuge 2, Technology 3

TRAITS
Alien
Alien Appearance
Flight (Major)
Keen Senses (Minor) – Vision
Linguist (Major)

TECH LEVEL: 6

STORY POINTS: 2-4

BUTTERFLY KAPTEYNIAN

AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	3	STRENGTH	1

SKILLS
Athletics 3, Craft 4, Knowledge 1, Subterfuge 4, Survival 1, Technology 2

TRAITS
Alien
Alien Appearance
Flight (Major)
Size – Tiny (Major)

TECH LEVEL: 6

STORY POINTS: 1-3

KARNE *(Shakedown)*

The Doctor encountered Karne on the planet Raghi (see *The Fifth Doctor Expanded Universe Sourcebook*), when he was Major Karne of the invading Sontaran forces. Ten years before, Karne had been the sole survivor of the destruction of a cruiser by the hated Rutans. Since then, he has redoubled his efforts towards a Sontaran victory and is interested in all aspects of the war effort.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Karne is actually a Rutan agent under deep cover. He has lived among aliens for many years and as a Sontaran for the last decade. In fact, he has been masquerading as Karne for so long that his links to the Rutan hive mind have become weak. The Rutan host can no longer sense Karne's mind, and he can no longer hear the gestalt.

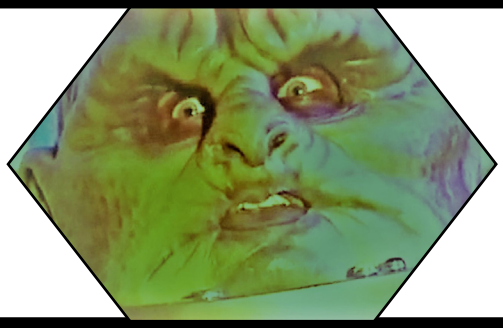
When Karne's cover was blown during the action on Raghi, he tried to flee and return to his homeworld of Ruta III. He was injured and stranded in space. But he survived. Karne had learned that the Sontarans have uncovered the Rutans' most precious secret and is desperate to re-join the Rutan Host and warn them. Although the Sontarans initially believed Karne to be dead, they eventually realised that he has survived and they are actively hunting him down.

The Great Secret is a wormhole that joins an area of space between Ruta III and the star system of the planet Sentarion (see *L135*). The Rutans decided that the wormhole should serve as a secret escape tunnel if ever their Great Mother should be in danger. They accelerated the development of the native Sentarrii and set themselves up as gods. The Rutans established a warping template device so they could close both ends of the wormhole and open them again at will, and concealed the control mechanism in the Great Temple on Sentarion. But if the Sontarans discover the Great Secret, they could take Sentarion and send a War Wheel through the wormhole to destroy Ruta III, the Great Mother and the Rutan hive mind in one strike!

Deep within human territory, Karne has become the Ripper, a serial killer who is working his way across the galaxy towards Rutan lines. After he has killed and dissected his latest victim, Karne spends his victim's cash reserves on space-liner fares. He always travels as far as he can. He's broke when he arrives, so takes work to raise petty cash, often somewhere near the spaceport. Then he digs in, gets to know the score and picks a victim. Another kill, another stolen identity, then he moves on again.

As the Ripper, Karne doesn't like to use credit, as it leaves too much of a trail. So he tends to go for people who have large sums in easily realisable assets, credit bills, bearer-bonds and so on. The sort of people who tend to also be top-level crooks.

KARNE



AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 3, Convince 3, Fighting 4, Marksman 3, Medicine 1, Science 4, Subterfuge 5, Survival 4, Technology 3, Transport 3

TRAITS
Adversary (Major) – The Sontarans
Alien
Alien Appearance
Alien Organs
Climbing
Environmental (Major)
Fear Factor 1
Natural Weapon (Major) – Electrical Discharge: L(4/L/L) damage
Replication
Shapeshift (Special)
Wanted (Major)
Weakness (Major) – Heat-based weapons do +4 damage to Karne

TECH LEVEL: 7

STORY POINTS: 10

At one point, Sontaran Commander Steg caught up with Karne and killed him. But not before the Rutan was able to reproduce himself by binary fission and created a new Karne.

THE KETH *(St Anthony's Fire)*

When the ground turns over in its sleep and the rain turns to stone,
Then the Keth shall come again. And come. And come.

Both major religions on the planet Betrushia (see *L90*) state that, back in the Time Before, there was another people who were wiped out by something called the Keth and the world was devastated. They also state that the Keth will return and they will lay waste to the land again.

The story has survived as a race memory in the current, reptilian Betrushians. But the identity of the Keth is unknown and the descriptions fragmentary, other than mentions of war and round engines filling the air. Perhaps the religions foretell the coming of the Chapter of St Anthony (see *V112*), whose ships arrived in orbit in 2148 bringing death and destruction with them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

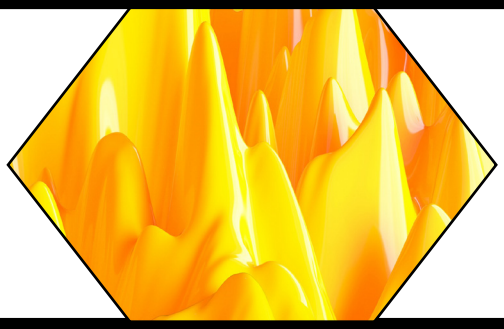
Long before the current Betrushians evolved into a sentient species, the planet was inhabited by a highly advanced mammalian people. But like many intelligent races, they got a little bit above themselves. They created an evolutionary regulator, an organism to assess various lifeforms' fitness for survival. If the lifeform didn't come up to scratch, threatened the eco-system or was pursuing an evolutionary blind-alley, then the organism's function was to annihilate it. The organism found all life unsuitable and began to consume all of it on Betrushia. This is the source of the Keth legend.

The original Betrushians realised their folly, but it was far too late to stop the Keth organism from spreading. In the time they had left, they constructed an engineering miracle to contain it. They built a necklace of orbiting satellites around the planet, each one containing a mechanism which somehow restrains the Keth's behaviour. Probably some sort of inhibitor aligned to its original chemical structure. These satellites kept the thing on Betrushia but only at the expense of their entire civilisation. It sated itself on them but could never escape to another world because of the power of the satellites. Over the millennia, they accrued dust and other natural asteroid fragments until they became the ring system around Betrushia.

The ring system has kept the Keth dormant at the heart of the planet for millions of years, allowing new species to evolve. But if anything were to disrupt the rings, a chain reaction would begin that would gradually bring the organism back to life. The Keth has become part of the planet itself, so its stirring will be accompanied by earthquakes of increasing ferocity that will eventually destroy Betrushia.

But before its destruction, the Keth will emerge from clefts in the grounds. Initially, it is a huge yellow ooze, thick and glutinous like lava, with puffs of it belching into the atmosphere. Any organic matter it engulfs will become part of it, and the Keth will grow and grow at an exponential rate, covering the landscape in a sulphurous mass. As it progresses, the Keth will be able to organise itself into a titanic, shifting structure, extruding limbs and organs, and forming bones and jaws, metamorphosing constantly. Virtually nothing can harm the Keth, and electricity, fire or energy weapons will simply fuel its growth.

THE KETH



AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	*

*The Keth automatically wins any contest of Strength.

SKILLS

Athletics 1, Fighting 3, Survival 6

TRAITS

Alien
Alien Appearance
Environmental (Major)
Fast (Major)
Fast Healing (Special)
Gulp! – The Keth engulfs anyone it rolls over, automatically delivering Lethal damage
Immunity – Immune to pretty much everything you can throw at it
Natural Weapon (Minor) – Jaws and Claws and Whipping Tentacles: 10(5/10/15) damage
Shapeshift (Special)
Size – Colossal, and constantly growing as it absorbs new material and energy sources
Special – Fluid Body: treat as Mud Body (from *The First Doctor Expanded Universe Sourcebook*) without the inherent weaknesses
Weakness (Major) – Remains dormant so long as the ring system is in place around Betrushia

TECH LEVEL: N/A
STORY POINTS: 6

KURT SCHALK *(Persuasion, Daleks Among Us)*

In 1940, Kurt Schalk was a lowly clerk in Berlin, a member of the Nazi Party but otherwise unremarkable. But he began to experience a series of dreams, nightmares that have haunted him ever since. They were not dreams in the usual sense, but were messages from what Schalk believed to be a higher power. They were a series of instructions and designs to build the Persuasion Machine (see *G26*).

The dreams also showed Schalk visions of other worlds, other realities and dimensions, and he thought he was going mad. He glimpsed the entities that were insinuating themselves into his dreams, creatures from a previous universe who called themselves the Shepherd and the Shepherdess (see *V181*). Corrupted by our universe, they were now monstrous creatures covered in grime and mould, with long, matted hair and filthy claws for nails. Schalk named them Struwwelpeter, after the boy from Heinrich Hoffman's cautionary tale of Shock-Headed Peter, a boy who refused to cut his hair or trim his nails.

These Struwwelpeters wanted Schalk to build the Persuasion Machine, lots of Persuasion Machines, so that they could control mankind and then the rest of the universe in order to transform it into a paradise. But the dreams and visions sent Schalk a little crazy. With his knowledge, Schalk became Hauptsturmführer in the Schutzstaffel. Although he worked with a team of assistants and built a prototype, he never dared to test it. Instead, towards the end of the Second World War, he fled and went into hiding on the small Greek island of Minos. His assistants were left with too little information to be able to build another Persuasion Machine without him.

But the Allied Powers have heard tell of Schalk's knowledge, and they are hunting for him across Europe. Somehow, rumours of the Persuasion Machine have made their way beyond the Earth, and Kurt Schalk has become the most wanted man in the known universe. Gangsters, warmongers, intergalactic powers, dictators, barbarians, tyrannical regimes, peacemakers, bounty hunters, old enemies and new friends. Every spacefaring race who has heard of Kurt Schalk is looking for him. So far, at least twenty-three separate alien species have come looking for Schalk, and more are on their way.

Schalk is a nondescript man hiding out until the heat dies down. He is still plagued by nightmares, and the Struwwelpeters themselves are still on his tail, wanting to force him to build the Persuasion Machine so they can continue their plans for the universe. The contents of Schalk's mind are priceless, and the information in it could do immeasurable damage in the wrong hands.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In order to evade capture by the many aliens pursuing him, Schalk used his prototype Persuasion Machine on himself and one of his assistants to make each one believe that they were the other and fool his pursuers. Nevertheless, the Daleks eventually caught up with Schalk and cloned him to extract his secrets.

It was later revealed that Schalk is the true biological father of Dr Elizabeth Klein (see *A43*), UNIT's scientific advisor from 1990 and an occasional travelling companion of the Doctor.

KURT SCHALK

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Craft 4, Knowledge 3, Marksman 2, Science 2, Subterfuge 2, Technology 4, Transport 1

TRAITS
Eccentric (Minor) – Driven slightly mad by his dreams
Face in the Crowd
Special (Major) – Has the knowledge needed to build a Persuasion Machine
Trade Value (Special)
Wanted (Major)

TECH LEVEL: 4

STORY POINTS: 6

LEGIONS *(Lucifer Rising)*

Whereas the lives of the linear races of the cosmos are constrained to four dimensions, the aliens known as Legions move through seven of the eleven dimensions of the cross-time continuum. As a result, humans can only see a three-dimensional cross-section of a Legion, the shape of which constantly changes as its body moves in and out of perception. Legions all refer to themselves in the masculine and by the name "Legion".

A Legion appears as a series of disconnected shapes and organs, appearing, growing, perhaps merging, shrinking and disappearing again as different parts of its body enter the dimensions we can see. Fleshy black shapes with thin pipe-cleaner tendrils; a pancake-shaped mass of blue flesh; a small, grey pear shape made of some doughy material; a large muscular column of flesh crowned with thorns. All these and more are part of the overall Legion, the majority of which cannot be seen at any one time.

The Legions' multi-dimensional existence provides them with some remarkable abilities. They can move all their mass away from our dimensions to become invisible. They can glide along, apparently without touching a solid surface. They can even seem to teleport for short distances, by moving through other dimensions. Most devastatingly, they can materialise within another creature, killing it outright.

As time is one of the dimensions the Legions pass through, they tend to drift around in it if they are not concentrating. Sometimes a Legion will answer questions that haven't yet been asked; other times they respond to queries from moments ago.

The seven-dimensional nature of the Legions also affects how humans hear their voices. Bass, tenor, alto and soprano; their words seem to glide up and down the scale from moment to moment with no consistency. Their direction seems to change as well. It is like being surrounded by a choir with each person allocated one word, but so well-rehearsed that the sentences flow seamlessly along.

In the 22nd Century, when Earth Central declared bankruptcy, the Legions leased their advanced technology to IMC (see *Colony in Space*) to enable them to extract the mineral wealth of the Earth and its colonies. In return, the Legions were promised protection against the Daleks.

By the 28th Century, they had abused their powers too much, using their ability to travel in time to undermine the great business consortia that ruled the galaxy. The Time Lords stepped in and shut down their operation, with the CIA erecting temporal inhibitors on their planet to prevent them from leaving it. The Time Lords' usual sentence for this sort of misdemeanour is imprisonment for one hundred and fifty thousand years. So the Fifth Doctor was a little surprised to find them back in galactic society in the 108th Century, when a group of Legions was employed to navigate the time bubbles of the Crystal Bucephalus restaurant (see *The Fifth Doctor Expanded Universe Sourcebook*).

One apocryphal report relates that a Legion became a companion of the Sixth Doctor for a while, travelling in the TARDIS with him and Grant Markham (see *The Sixth Doctor Expanded Universe Sourcebook*).

LEGION

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	5	STRENGTH	4

SKILLS
Convince 3, Fighting 4, Knowledge 3, Science 3, Subterfuge 2, Technology 4, Transport 1

TRAITS
Alien
Alien Appearance
Alien Organs (Special)
Alien Senses – Vortex navigation
Environmental (Minor) – Legions don't need to breathe
Feel the Turn of the Universe
Flight (Minor)
Invisible (Special Good)
Natural Weapons (Major) – Dimensional Materialisation: L(4/L/L) damage
Precognition
Teleport – By moving into other dimensions, a Legion can "teleport" to a distance equivalent to its Speed
Vortex

TECH LEVEL: 8

STORY POINTS: 4-6

THE LOBRI *(Ground Zero)*

Whether it knows it or not, humankind is mentally linked together by their psychic empathic structure, a bond formed by a common ground shared by their subconscious minds where every human on Earth lies together dreaming in their most fundamental state. In essence, Jung's collective unconsciousness.

But what if the collective unconsciousness was more than just a concept? What if it were a real place existing on another plane of reality? And what if it were inhabited?

The Unconscious is a place of pure psychic energy. It only accepts human minds. Foreign beings would be rejected and destroyed if they attempted to enter it. But something has come into being within the Unconscious. Three entities formed from the subconscious dreams of humanity. These are the Lobri, creatures like giant ticks or mites with bloated bodies and drooling, sucking mouths. They feed on the most primal emotions, fear and hatred.

Humanity created the Lobri. They were born inside the Unconscious and are archetypes, living symbols for humanity's fear of the alien. The Lobri are xenophobia incarnate. It has taken several million years for them to gain self-awareness. But now, they're awake and they're hungry!

The three Lobri are planning to escape from the Unconscious into the physical world. To do this, they need to gain enough power from the fear in the minds of victims brought into the Unconscious, fear undiluted by dreaming, giving the Lobri the power to kill the dreamers. The Lobri have hired the Threshold (see *The Eighth Doctor Expanded Universe Sourcebook Vol. 1*) to kidnap victims from the physical world and send them into the Unconscious through the Theshold's portals.

So far, all the people the Threshold have kidnapped have been driven insane by the trip, making them useless for the Lobri's purposes. The Threshold need to acquire human minds already conditioned to inter-dimensional travel. The minds of time travellers… like those of the Doctor's companions.

The Lobri plan to destroy the Unconscious when they escape from it. The force that binds humanity together will be shattered. There will be no empathy, no understanding. All of humankind will be alien to one another. Nothing will be left but blind, unreasoning xenophobia. People will slaughter each other. Mothers will strangle their own children, and sons will butcher their fathers. And the Lobri will feed on all of it, becoming ever stronger as they rule over the chaos that the Earth will descend into.

While the Unconscious remains, it is a landscape moulded by the Lobri. They can spin webs and cocoons from pure psychic energy, while overhead hang the faces of the millions of dreamers maintaining the psionic structure of the Unconscious.

LOBRI

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 1, Convince 4, Craft 4, Fighting 2, Knowledge 2, Survival 3

TRAITS
Additional Limbs x2 (legs)
Alien
Alien Appearance
Climbing (Minor)
Entrap (Major)
Fear Factor 2
Psychic
Psychic Assault – Contest of Presence + Resolve to inflict 5(2/5/7) damage, ignoring Armour etc
Psychic Illusions (see *The Fourth Doctor Expanded Universe Sourcebook*)
Size – Huge (Major)
Tough

TECH LEVEL: N/A

STORY POINTS: 5-8

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Normally, nobody alien can enter the Unconscious. The Doctor was only able to pilot the TARDIS here by linking one of the Threshold's dimension-bridging rings to the ship's trans-reality navigation systems. Even then, the TARDIS almost burnt itself in the attempt, and the Doctor could only remain here unprotected for a short time.

LORD ARAKSSOR *(Frozen Time)*

Several million years ago, Arakssor was the leader of Ice Warrior dissidents who attempted a military coup to overthrow the Martian government. Arakssor disagreed with the more peaceful path that his people were taking at that time, wanting them to become masters of the galaxy instead of living their lives as, in his words, cowards.

Fortunately, and with the help of the Doctor, the coup failed and Arakssor and his warriors were captured. They were sentenced to life imprisonment in a secure facility located on Earth in what is now Antarctica. The Doctor was present at their incarceration. Which is how he and his TARDIS came to be frozen in ice, alongside Arakssor and his cronies, when their attempted escape resulted in the partial collapse of the cavern containing the Martian prison. All of them remained frozen for millions of years (with the Doctor entering a self-induced coma to survive), until they were thawed by the heat from excavation machinery being used by an Antarctic expedition in 2012.

Arakssor is a proud Martian of the Ice Lord caste, having a slimmer build and different armour and helmet than his warriors. As a convicted prisoner, he has a brand on his head identifying him as a murderer and a war criminal. By Ice Warrior standards, Arakssor is a genius with scientific and technical knowledge greater than most of his peers. But he is still brutal in his methods and ruthless with his foes. He is also vengeful. His Martian gaoler, Geldar, is also still frozen within the communications centre of the prison. Arakssor will take great pleasure in reviving Geldar solely to be able to execute him.

Arakssor considers his sentence to be unlawful and does not recognise the authority of the court that passed judgement on him. Neither do his followers. Arakssor believes that his ideals will have lived on in Martian society. He plans to return to Mars after making a fortress of the Earth and use it as a base from which to launch his plans.

First though, he intends to use the prison's sonic cannon to alter the Earth's atmospheric gases to make it habitable for his armies. Arakssor personally undertook the calculations for this himself. Using sonic vibrations, he will evaporate the heat out of the Earth's atmosphere and reduce the mean temperature to minus 32°C, freezing mankind out of existence.

With the thawing of the Martians and the revival of the prison's power and equipment, it will start to broadcast a distress signal warning of Arakssor's escape. Ice Warriors are a long-lived race and they have even longer memories. Although Arakssor has detected no life on Mars and realises that he has awakened after the time of his people's exodus, if the distress call is detected by those Ice Warriors elsewhere in space, they will still recognise Arakssor as a criminal, and the penalty for an attempted escape is death.

ARAKSSOR

AWARENESS	2	PRESENCE	4
COORDINATION	2*	RESOLVE	4
INGENUITY	5	STRENGTH	6

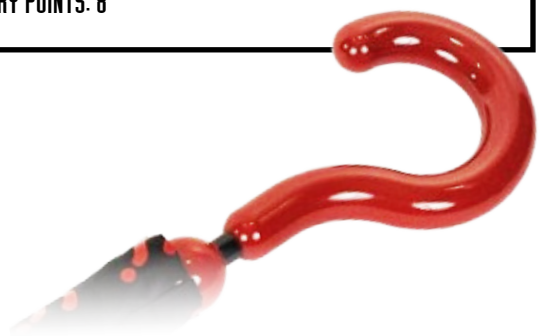
*Reduced to 1 in Earth-like atmospheres.

SKILLS
Convince 4, Fighting 4, Knowledge 2, Marksman 3, Science 4, Survival 3, Technology 4

TRAITS
Alien
Alien Appearance
Armour (5 points)
Cyborg
Menacing
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor) – In Earth-like environments
Voice of Authority
Wanted (Major) – Still regarded as a criminal by the Ice Warriors
Weakness (Major) – Has a -2 penalty on all actions in temperatures above 32°C; takes 4 points of damage as they approach 100°C

TECH LEVEL: 6

STORY POINTS: 8



LUMINUS *(Tragedy Day)*

In the far future, the planet Olleril (see *L120*) was settled by the cult of Luminus, an evil bunch with a wicked philosophy behind them. Some sources claim Luminus was created by Faction Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) to colonise worlds on their behalf.

Luminus was organised along masonic lines but operated like James Bond villains. It exterminated much of the native population, and what was left became the Vijjans, an underclass on Olleril. Luminus was overthrown shortly after the occupation, but six centuries later, rumours persist that it still exists. The rumours are in fact correct. The overthrow of Luminus was staged and they control Olleril from behind the scenes. They use Celebroids, lifelike robots placed in positions of influence, to shape ideas and society to resemble those of late 20th-Century Earth.

In Empire City, the largest metropolis on Olleril, the Toplex Sanitation Company acts as a front for Luminus. The largest office has been converted into a scanner room. Operatives uniformed in the traditional aprons of Luminus monitor every area of the city to make sure that the control program is functioning perfectly. The populace is kept pacified by twice daily broadcasts of the popular soap opera, *Whittaker's Harbour*.

But the Supreme One who leads Luminus with an iron fist is based far away within a giant submarine called the *Gargantuan*, like some latter day Captain Nemo. *Gargantuan*'s side is emblazoned with the symbol of a silver apple. Its mighty engines roar as it ploughs through the depths. Operatives of Luminus move dutifully through its many corridors.

The identity of the Supreme One would be surprising even to the majority of his minions, as he is a twelve year old boy called Crispin. Crispin is a child genius. He has thick, straight, greasy hair, backcombed over his big head. His bearing is haughty and unpleasant. He wears glasses and normally dresses in an ill-fitting suit and tie. Crispin has already achieved five degrees in advanced science. He is precocious and arrogant in the extreme, and he deals with his underlings with the utmost ruthlessness. Crispin took control of Luminus six years ago using nothing more than a personal computer terminal.

Crispin is planning to take full control of Olleril, and has designed a psychotronic generator powerful enough to take over the minds of everyone on the planet. Crispin has also developed the Slaags. These perpetually ravenous creatures resemble monstrous space-hoppers with frenziedly snapping jaws and quivering antennae. Crispin has designed them to be the ultimate living weapon. He built them from genotypes he found in two species from the Agrave hinterlands; the Sline lizard and the Aaglon shark. Slaags exist to eat. As soon as they eat, they excrete, so their hunger can never be satiated.

Crispin's tests of the Slaags on and around the island of Avax resulted in the entire population of humans, animals, fish and vegetation being devoured, and suggest that they would be capable of eating their way through an area the size of Empire City in under two days, should Crispin find that to be necessary.

THE SUPREME ONE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	6	STRENGTH	2

SKILLS
Convince 2, Knowledge 3, Medicine 4, Science 5, Technology 5

TRAITS
Arrogant
Authority (Major)
Bio-Chemical Genius
Boffin
Face in the Crowd
Technically Adept

TECH LEVEL: 6
STORY POINTS: 6

SLAAG

Attributes: Strength 4, Coordination 3, Awareness 3
Skills: Athletics 3, Fighting 3, Survival 5
Traits: Environmental (Minor: Amphibious), Frenzy, Natural Weapon (Minor: Jaws – Strength +2 damage), Obsession (Major: Eating anything that moves and much that doesn't), Tough

GARGANTUAN
Armour: 5 **Hit Capacity:** 20 **Speed:** 5

Traits: Environmental (Minor), Scan, Travel
Story Points: 3

MARKARIANS *(Operation Volcano)*

Thousands of years ago, two spacecraft piloted by a gang of crooks from a planet in the Markarian 50 galaxy arrived on Earth. They were pursued by the authorities of their own people, but succeeded in avoiding detection by concealing their ships within the liquid magma of volcanoes. A millennia-long game of cat and mouse ensued, as each time the Markarian authorities came close to discovering either of the criminals' ships, it would simply move to another volcanic system and hide again.

Five thousand years ago, disaster almost overtook the criminals, as one of their ships was caught in an eruption in the South Australian outback. The launch of the gigantic insect-like ship from the erupting volcano was witnessed by an Aboriginal tribe, who captured the event in a painting on the walls of a nearby cave. The ship was damaged and crashed in the desert. It had to be abandoned where it was. But the pursuing authorities had no heavy weapons to enable them to bring the criminals in, so they left the ship where it was.

Meanwhile, the criminal Markarians began to assimilate with the locals. Like their pursuers, they didn't have heavy weapons, so they couldn't subjugate mankind. But they had technology that gave them two critical advantages: the ability to speak and understand any language, and a powerful technique for genetic manipulation. This allowed them to adjust their phenotype to become human in appearance, and to maximise their physical beauty according to the local standards. Wherever these modified Markarians went, from Polynesia to Rome, they rose in the local hierarchies and assumed positions of power and privilege.

The pursuing Markarian authorities have retained their natural form, though they have been genetically optimised for the pursuit. They appear as large alien snakes, their long bodies striped in red and black, their heads adorned with mandibles and feelers. Rather than assimilate with the locals, these Markarians have sought willing allies among mankind.

Markarians are a psychic species, but need to form a physical contact in order to communicate with non-Markarians. With humans, Markarians must attach themselves to the top of the spine just below the neck, their mandibles connecting with the host's nervous system. With this contact, a Markarian can share its thoughts with its host. It can also place its host in a state of hibernation, in which neither of them age or need to eat or breathe. But if either a Markarian or its host is killed violently while still attached, the other will take Lethal damage.

By 1967, the Markarian ship in South Australia has been uncovered by the detonation of a test hydrogen bomb a decade earlier (the test location having been arranged by a Markarian ally in the British government). The other ship is still operational and is now located inside the crater of a volcano off the Pacific coast of Mexico. The criminal Markarians have grown tired of their soft approach and plan to use the ship as a platform to get a nuclear bomb in orbit, to use on the Markarian authorities wherever they are on Earth…

MARKARIAN

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 4, Fighting 1, Knowledge 3, Science 4 (AoE: Genetics), Technology 2, Transport 3

TRAITS
Alien
Alien Appearance
Flight (Major)
Networked (Major)
Psychic
Size – Tiny (Major; though some Markarians only have the Minor version, and some lack this Trait entirely)
Special – Induce Hibernation: A Markarian can place itself and any host in an indefinite state of hibernation, in which they do not need to breathe or eat, and they do not age
Telepathy – Requires physical connection to a subject's nervous system
Weakness – Symbiotic Connection: If a Markarian or a host it is attached to is killed violently, the other will also take Lethal damage

TECH LEVEL: 6

STORY POINTS: 4-6

THE MASTER *(First Frontier, Happy Endings, The Psychic Circus)*

THE INVENTOR (*The Psychic Circus*)

The very first incarnation of the Master has encountered the Doctor several times since they both left Gallifrey. In their youth, they were friends at the Academy. Back then, the Master was known as Koschei, but he soon started using the title of Master, an early sign of his ambitions.

In his first incarnation, the Master has a stern demeanour, his hooded eyes fixing the subjects of his attentions with their gaze. By the time the First Doctor caught up with him on the planet Destination, his formerly dark hair and beard are both kept short and show signs of grey. This Master has a cool, detached air, but his voice is firm with the power of his personality. The Doctor considers him to be as conceited as he ever was!

The Master is already an accomplished hypnotist. His voice is a dangerous weapon that gets inside your head The longer he is allowed to speak, the more dangerous he becomes, though his willpower isn't unassailable. He occasionally uses a voice filter to mimic others.

The Master is not yet the megalomaniac that he will later become. He is less interested in power and destruction than in scientific knowledge. However, he is indifferent to the lives of others and sees the lesser species as little more than guinea pigs for his experiments.

When the Master stole his TARDIS and fled from Gallifrey, there was an accident, an experiment gone wrong. He found himself stranded on a planet at the farthest end of the galaxy in the earliest Segments of Time. His TARDIS was reduced to the barest of components that had survived, not enough for him to rebuild his ship. Fortunately the planet was populated by both an indigenous population, the reptilian Dalmari, and a group of human-like colonists.

The Master restyled himself as "the Inventor" and became a hero to the colonists. As the Inventor, he retreated into his Laboratory, a cathedral-like structure built from the salvaged components of his TARDIS, emerging with new technology every few years to help the colonists in their times of need. The Laboratory is a time stasis bubble within which the Master can slow time down. From the perspective of its occupants, time outside the bubble can be made to hurtle along at breakneck speed, years passing outside while mere minutes pass within.

The Master fomented war between the colonists and the Dalmari in order to boost their technological progress, while giving them the occasional push in the right direction. He wanted them to develop nuclear fission, which he would then use as a power source to restart his time engines.

The Second Doctor encountered this incarnation of the Master on another colony world, where he was similarly orchestrating a war between human colonists and the native population. This time it was for his scientific curiosity alone. By this time, he had acquired another TARDIS and built an early version of his Tissue Compression Eliminator. Much later, the Seventh Doctor stumbled across this Master on the planet Segonax, where he had fallen under the power of the Gods of Ragnarok (see *The Greatest Show in the Galaxy*).

THE MASTER

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	8	STRENGTH	4

SKILLS

Athletics 2, Convince 4, Craft 3, Fighting 3, Knowledge 5, Marksman 3, Science 5, Subterfuge 5, Technology 4, Transport 3

TRAITS

Adversary (Major) – The Doctor
Boffin
Charming
Feel the Turn of the Universe
Hypnosis (Major)
Indomitable
Insatiable Curiosity
Reverse the Polarity of the Neutron Flow
Technically Adept
Time Lord
Time Lord Engineer
Time Traveller (Minor) x3 – So far, the Master is familiar with Tech Levels 5, 6 and 7 only
Voice of Authority
Vortex
Vortex Born

EQUIPMENT

Tissue Compression Eliminator: L(2D6/L/L)
TARDIS (use the stats for a modern TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 10

STORY POINTS: 8

MAJOR KREER (*First Frontier, Happy Endings*)

When the Cheetah Planet exploded at the climax of the Doctor's battle with the Master (see *Survival*), the release of artron energy in its atmosphere transmigrated the Master back through time and he found himself on Earth in 1957 without a TARDIS. His body was still filled with the metamorphic energy of the Cheetah Planet, and no one on Earth could help him. The Master interrupted the real first Soviet satellite launch (hushed up by the authorities) and sent a message to the Tzun (see *V190*). He knew that they would be able to use their genetic expertise to cure him, in return for his assistance in integrating Earth into the Tzun Confederacy.

To aid the Tzun, the Master posed as Major Kreer of the United States Air Force Office of Special Investigations, acting as scientific advisor to the army in their investigation of a downed Tzun scout ship in New Mexico. But the arrival of the Doctor and his travelling companions complicated matters, particularly when Ace (see *A39*) shot the Master. Fortunately, the Tzun had already provided him with a cure for the Cheetah metamorphosis, an injection of recharged nanites in suspension. The nanites deconstructed the damaged sequences in his DNA, reassembling his Trakenite genetic code as that of a Time Lord and giving him a new regenerative cycle.

The Master's new incarnation is taller but slimmer than his old Trakenite body. He now has a lean face with a high forehead and an aristocratic nose above a glossy moustache which doesn't quite meet the neat beard that covers his proud chin. This incarnation continues to use his Tissue Compression Eliminator and has also acquired a Tzun memory-wiping beam. He has used Tzun technology to build a Stattenheim Remote Control (see *The Sixth Doctor Sourcebook*) and recover his TARDIS from Antari Three.

In his new form, the Master continued to pose as Major Kreer, despite the obvious problems that this caused, using his powers of hypnosis to overcome any challenge to his identity. This version of the Master is calmer and less melodramatic than his predecessor. As always, he is adept at manipulating others. Unlike many of the Master's incarnations, this one is capable of displaying a considerable degree of leniency when it comes to disposing of his opponents, choosing to kill only when necessary to further his plans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Tzun's genetic transformation of the Master was imperfect. The Master attempted to use an illegal chemical, Bloom, to create a new, sturdier body for himself in Cheldon Bonniface in 2010, but was thwarted by the combined efforts of the Doctor and many of his friends who were attending the wedding of Benny (see *A47*) and Jason Kane (see *A80*).

His body having reverted to its Trakenite heritage, the Master then attempted to acquire a psychic weapon known as the Warp Core (see *Volume 1*). But he was unprepared for its power and it shredded his body, reducing him to his previous, decaying form once again (see *The Fourth Doctor Sourcebook*).

THE MASTER

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	3

SKILLS

Convince 5, Craft 2, Fighting 3, Knowledge, 6, Marksman 3, Medicine 4, Science 4, Subterfuge 5, Survival 4, Technology 5, Transport 4

TRAITS

Adversary (Major) – The Doctor
Block Transfer Specialist
Boffin
Charming
Hypnosis (Major)
Indomitable
Obsession (Major) – The Doctor
Percussive Maintenance
Photographic Memory
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Time Lord
Time Lord – Experienced x12
Time Lord Engineer
Time Traveller (All)
Voice of Authority
Vortex Born
Wanted Renegade
Weakness (Minor) – Over time, this body will revert to its Trakenite genetics, removing the Master's ability to regenerate

EQUIPMENT

Tissue Compression Eliminator: L(2D6/L/L) damage
Memory-Wiping Beam [Traits: Area Effect (Major); Memory Manipulation (Major; see *The Second Doctor Expanded Universe Sourcebook*). Story Points: 4.]
TARDIS (use the stats for an Advanced TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 10

STORY POINTS: 6

THE MENTI CELESTI *(1st in Love and War)*

On Ancient Gallifrey, before the Age of Reason that was ushered in by Rassilon (see *Volume 1*), the Menti Celesti were the gods of Gallifrey. They were worshipped and offerings were made to them. But they were viewed as being capricious and all-powerful. They saw all things but did nothing. Pleas for their aid or intervention went unanswered. They were too busy with divine games elsewhere. But when the Menti Celesti wanted something from their followers, they were pitiless in their decrees.

With the passing of the Age of the Pythias, it might be thought that the Menti Celesti died with them. But this is not so. The Menti Celesti are now thought to be Eternals. It is unclear whether they always were Eternals, or whether the supplications of the Ancient Gallifreyans reached the ears of the Eternals who, in their infinite boredom, decided that becoming gods would while away the millennia.

The three Menti Celesti most widely acknowledged are Time, Pain and Death. The names of others are largely unknown, but they are rumoured to include Fate, Light and Hope. They claim to be the dreams of Time Lords, leaking out across the universe. Occasionally, powerful entities such as the Timewyrm (see *Volume 1*) are able to give them physical form in our reality. Otherwise, they are usually only encountered in dreams and nightmares, or in the minds of those experiencing altered states of consciousness.

The Menti Celesti like to make little deals with the Time Lords they meet. Saving one life in return for a future favour of equal or greater value, for example. They might even take on certain Time Lords as their champions, offering them favours… for a price. The Seventh Doctor became Time's Champion, while the Master has claimed to be Death's Champion (see *A84*).

The appearance of the Menti Celesti varies, but they usually manifest in female form. Death wears a robe of black or red silk, her skeletal face hidden in the shadows of its cowl. Time wears a ceremonial kimono of many colours and her face is painted like alabaster. She is often accompanied by a butterfly fluttering around her or perching on her hand, its iridescent wings opening and closing softly. Pain is white, absolutely white, like a silhouette or a piece of the rice-paper that the artist forgot to paint.

The Menti Celesti are powerful beings and it is best to avoid their attentions. Trying to bargain with them is a dangerous game to play, and travellers in the more remote dimensions of dreams or visions should be wary of stopping to speak with any mysterious, robed women they might meet.

MENTI CELESTI

AWARENESS	6	PRESENCE	7
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	4

SKILLS
Athletics 2, Convince 5, Craft 4, Knowledge

TRAITS
Attractive
Distinctive
Environmental (Major)
Eternal
Immortal (Special)
Immunity – All physical damage
Psychic
Resourceful Pockets
Shapeshifting (Special)
Time Freeze – Can freeze any mortals at the cost of 1 Story Point
Uncreative
Unfeeling – Has a -4 penalty to any roll relying on understanding emotions
Vortex

Each Menti Celesti will also have additional abilities reflecting their sphere of influence.

TECH LEVEL: 12

STORY POINTS: 12

MONTAGUE *(The Death of Art)*

In 1845, a London toy-maker named Montague found that he was able to create ectoplasmic manikins in one of his doll's houses by thought alone, as well as performing other remarkable feats with his mind. Being a sadistic man who coveted power, he used the manikins to kill people. But then the doll's house was stolen and his powers evaporated. It had been the focus of his natural powers, which were now reduced to those of a charlatan, hypnotising the gullible and pocketing coppers.

The doll's house had been stolen by the Shadow Directory, a secret organisation of the French government. In 1847, Montague followed the trail to Paris and fell in with an unscrupulous politician called Jean Mayeur (see *V106*). Mayeur was old and wanted a chance to be young and healthy and powerful again. He was Grandmaster of the Brotherhood of the Immanant Flesh (see *V107*), a fraternal organisation with masonic leanings.

Mayeur managed to get Montague's doll's house back for him, but there was then a falling out between the two men. Montague had begun to use the house in earnest, using his powers to mutate the bodies of his followers into grotesque forms in the name of art. As Montague began to show more and more signs of madness, Mayeur and the Brotherhood grew scared. Montague became paranoid that the Brotherhood were plotting against him, a fear borne out as they closed their ranks against him.

By 1897, Montague is working independently of the Brotherhood and has formed his own group, comprising himself and those followers whom he has twisted into monstrous forms and, in some cases, granted remarkable powers. Montague's Fingermen are gruesome, wizened creatures whose hands are long slabs of hypersensitive tissue. They can read the past of an object like a normal man reads a book. In the sewers beneath Montague's house, there are others with all manner of inhuman forms: a man made of mouths who opens and closes his flesh mindlessly; a grey mass composed of tendrils tipped with knives; and others more humanoid, such as a woman with great luminous eyes. They are Montague's playthings and they obey his commands, though a few have managed to escape from Montague and form their own fugitive Family.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The source of Montague's powers is the Quoth (see *V172*), subatomic creatures located within the structure of the doll's house, who need to extract minerals from human brains in order to reproduce. In doing so, they unlock the psychic potential within those brains. Some Quoth are now trapped in Montague's brain, unable to escape as he ruthlessly tries to extend his powers without understanding their origin.

Montague now fears the Brotherhood as the only threat to his own power, and suspects that Jean Mayeur is trying to kill him. Montague has therefore sought to have Jean Mayeur killed first. But Mayeur is proving to be a dangerous opponent.

MONTAGUE

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	2

SKILLS
Convince 4, Craft (Toy-maker) 4, Knowledge 4, Marksman 2, Subterfuge 3, Survival 1

TRAITS
Adversary (Major) – The Brotherhood
Dependency (Minor) – Montague's abilities (Psychic, Telekinesis and Transmogrification) are dependent on the Quoth in his brain
Eccentric (Major) – Paranoia and megalomania
Hypnosis (Major)
Psychic
Telekinesis – This is also the power behind his ectoplasmic manikins
Special – Transmogrification: By spending 1 Story Point, Montague can make a contest of Resolve + Convince against a target; if he succeeds, he can transmogrify them into one of his creatures, reallocating their Character Points as desired (including buying new Traits and removing old ones)

TECH LEVEL: 4
STORY POINTS: 8

MONTAGUE'S CREATURES

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 2, Strength 4+
Skills: Fighting 2, Subterfuge 4
Traits: Alien Appearance, Enslaved, Tough; many have other abilities (e.g. the Fingermen have Psychic and Psychometry)
Tech Level: 4
Story Points: 2-4

MORTAKK *(Final Genesis)*

The Wenley Moor affair (see *Doctor Who and the Silurians*) is a crucial nexus point in Earth's time stream. The divergent realities springing from it are near endless. The Doctor, Ace and Benny will find themselves in one timeline in which the Third Doctor was killed by the Silurians during the incident, and the Silurians went on to conquer the Earth. But before then, the TARDIS took them to a parallel Earth in which he had successfully brokered peace between homo sapiens and homo reptilia, and the species had lived peacefully together for over twenty years.

In the 1990s of this timeline, the Third Doctor was still living as an exile on Earth and was working for this world's equivalent to UNIT: URIC, the United Races Intelligence Command. But this all changed when the Doctor and the Brigadier were killed by a bomb, and monstrous creatures began appearing, burrowing up from the ground to attack both human and reptilian settlements, slaughtering indiscriminately and taking captives with them when they departed.

These creatures have been named Chimeras by URIC, as they are a hybrid of reptilian and mammalian genes. They are humanoid but almost three metres tall, with armoured scaly hide covered in a fine layer of hairs. The Chimeras have formidable claws, enabling them to dig through solid rock with ease, and large eyes to be able to see underground.

The Chimeras are the creation of a criminal Silurian scientist called Mortakk. Mortakk was the blackest name in the history of the Silurian people. He was a brilliant geneticist, but his genius was matched by his amorality. Mortakk conducted horrific experiments on Silurian and Sea Devil hatchlings. But Mortakk is believed to have been executed long before the Great Hibernation. Somehow he has survived, and now he has awoken.

Mortakk has a base of operations on Darkmoor, close to the Cheviot Hills in Northumberland. He is making use of an abandoned nuclear research centre, a barren windswept place with little outward sign of life. Using DNA samples from captured humans, Silurians and Sea Devils, Mortakk has developed the Chimeras to be able to survive the climatic changes that the Earth is undergoing. They are able to breathe both in air and underwater, and can survive in blinding heat and freezing cold. Mortakk's early creations lack sentience, but his recent ones are more intelligent.

Mortakk has developed a mutagenic gas which acts as a self-replicating virus, Eighty percent of humans, Silurians and Sea Devils who breathe it will simply be killed. But the DNA of the remaining twenty percent will be rewritten, transforming them into Chimeras. If released into the atmosphere, it will spread across the planet with frightening speed. Anyone breathing the gas must make a Difficulty 12 Resolve + Strength roll each minute of exposure. Only a Fantastic result can resist its effects, while a Good result means that the victim is transformed. All other results indicate death. The Doctor discovered that Time Lord genetics is too complicated for the gas to have any effect on him.

MORTAKK

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	6	STRENGTH	5

SKILLS
Athletics 2, Convince 2, Fighting 1, Knowledge 3, Marksman 3, Medicine 6 (AoE: Genetics), Science 5 (AoE: Biology & Chemistry), Subterfuge 2, Survival 3, Technology 4

TRAITS
Alien
Alien Appearance
Armour (5 point)
Bio-Chemical Genius
Environmental (Minor) – Extreme heat
Indomitable
Outcast
Technically Adept
Special – Third Eye (see *The Third Doctor Sourcebook or The Silurian Age*)
Weakness (Minor) – Penalty of -2 to all rolls in extreme cold conditions

TECH LEVEL: 6
STORY POINTS: 6

CHIMERA

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 6
Skills: Athletics 2, Fighting 3, Survival 3
Traits: Alien, Alien Appearance, Armour (8 points), Burrowing, Enslaved, Environmental (Minor: Extreme heat and cold, and can breathe in air or underwater), Fear Factor 1, Keen Senses (Minor: Vision), Natural Weapons (Minor: Claws – Strength +2 damage)
Story Points: 1-2

N-FORMS *(Damaged Goods, So Vile a Sin)*

Way back in the Time of Legend, the N-Forms were designed by the artists and aesthetes of the Patrexian Chapter to be the ultimate weapon for use in the Eternal Wars against the Vampires. Rassilon forbade their creation after consulting with the Prydonians and the Arcalians, so the Patrexes constructed them in secret. The N-Forms are a fusion of arcane technology with precision dynamics, machines that were scattered across the universe, secreted in pocket dimensions waiting to be activated, poised to detect the hated Vampire waveform.

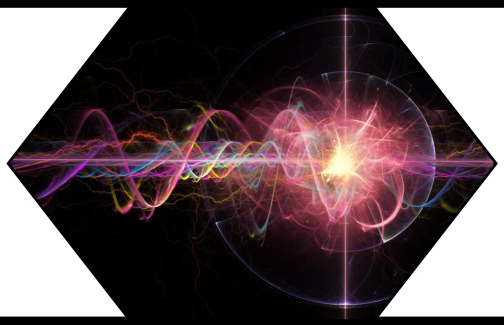
Once sure of their staging, N-Forms would surge into the physical universe to destroy any lifeforms found guilty of carrying the Vampire taint. They are fearsome engines of war capable of transmuting their hull into any shape, wielding a kaleidoscope of weapons. They adapt to their environment, sprouting metal arms, legs, tendrils, spikes and blades, buzz saws and scissor-like devices. N-Forms can further mutate themselves with shocking rapidity to meet any new threat, using whatever material is available, whether it be metal or wood or stone, or even force-grown flesh and other organic matter. They are programmed to destroy their enemies, even if that means destroying entire species or whole planets. N-Forms are also programmed not to harm anybody with the Gallifreyan genotype (which would include Gallifreyan Vampires).

The Patrexes deployed the N-Forms across the universe in their pocket dimensions. Where they activated, Vampire worlds died and the N-Forms quickly retreated back into their extra-dimensional hiding places before the Time Lords of the Prydonian and Arcalian Chapters could detect them and determine what they were and from whence they had come into being. Between Rassilon's bowships and the Patrexian N-Forms, the Eternal Wars were won and the Vampires were hunted to extinction, except for one Great Vampire who fled from our universe (see *State of Decay*). Following the Eternal Wars, the N-Forms' central cores were downloaded and they have lain dormant for millennia.

Sleeping N-Forms can be accidentally activated by TARDIS distress signals, or deliberately by a Gallifreyan Nexus receiver (see *L124*) broadcasting the correct codes. Once activated, an N-Form's first priority is to check for evidence of the Vampire waveform, the psychic footprint of the Vampires. Unfortunately, the mental signature of certain psionic powers of other species can be similar enough to register as a Vampire, so mistakes have been made. In 1987, one N-Form detected psychic abilities in Gabriel Tyler (see *A66*), concluded that humanity were the Vampires' descendants and tried to destroy the Earth.

Hidden away in its pocket dimension, each N-Form is anchored to an object in our universe at a molecular level, creating engrams, scars with more than three dimensions. If the engrams are within a living brain, the N-Form can exert control over its victim in order to prepare for its eventual attack. But the main use of the engrams is to form a microscopic rift to drag itself through, immediately bursting half a ton of metal into the physical universe.

N-FORM



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	6
INGENUITY	6(2)*	STRENGTH	12

*Ingenuity reduces to 2 if the N-Form's central core is removed.

SKILLS

Fighting 5, Knowledge 3, Subterfuge 1, Technology 3

TRAITS

Adversary (Major) – The Vampires
Alien Senses – Mental waveforms and genotypes of lifeforms
Armour (10 points)
Environmental (Major)
Fear Factor 3
By the Program
Fast Healing (Special)
Immortal (Special)
Immunity – Impervious to practically all damage; only something capable of affecting block transfer computations can damage an N-Form
Natural Weapons (Minor) – Weaponised Limbs: Strength +4 damage.
Networked (Major)
Possess
Robot
Size – Huge (Minor) – Can grow to Huge (Major) or Colossal by acquiring mass
Special Trait – N-Form Replication
Teleport
Weakness (Minor) – Programmed not to harm Gallifreyans.
Weakness (Major) – Manipulating the Patrexian Numbers at the core of an N-Form's programming codes can control them or even shut them down. However, this usually requires a mental interface to be established with the N-Form or some means of accessing the codes remotely.

TECH LEVEL: 11
STORY POINTS: 3-5

In the 1987 incident, an N-Form attached itself to a batch of cocaine, which allowed it to infect a London drug dealer nicknamed the Capper. The Capper was driven to burn himself alive by the thing in his head. But the N-Form reanimated his charred corpse a week later, and it dug itself from the Capper's grave. The N-Form could manipulate and reshape the Capper's body, extruding a multitude of fine needle-like tendrils from it. Using these, it killed a mugger to steal his skin and stitch it to himself to provide a grotesque semblance of life.

The N-Form still had plans for the Capper, using his memories and contacts to distribute the rest of the tainted cocaine across London, to allow it as wide a reach as possible. This allowed the N-Form to open rifts in the brains of every person who then used the cocaine, and an extrusion of the machine burst through each of the users' heads, forming thousands of N-Forms. In most cases though, the N-Form will not have been able to use this trick and only a single machine will appear.

N-Forms have very few weaknesses and are extremely difficult to destroy. As they are created from block transfer computations, they are impervious to most forms of harm. It is theoretically possible to try to reason with them, but they are pretty single-minded.

During the Last Great Time War, the N-Forms were revived and reprogrammed for use against the Daleks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A weak spot can be found in the base numbers that lie at the heart of the N-Forms' programming. Termed Patrexian Numbers, these can be used to reprogramme an N-Form, to stall it, control it or even shut it down permanently. The problem is that manipulating them requires mental interaction with the N-Form itself (plus Ingenuity + Science rolls with a Difficulty starting at 15). In the 1987 incident, the Doctor used some of the N-Form infected cocaine to form a link, but other means could be used, psychic abilities being an obvious option, techno-viruses another.

Physical destruction of the N-Form – even if possible – has to be absolute to stop it from regenerating its body. Considering ways to render an N-Form helpless may be more practical: teleporting it into a sun's gravity well or locking it in a time-loop for example. Roz Forrester (see *A50*) trapped one under a million ton slab of dwarf star alloy, crushing it completely (and presumably disabling its Teleport ability in the process).

THE CAPPER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	6
INGENUITY	2	STRENGTH	5

SKILLS
Convince 2, Fighting 3, Knowledge 3, Subterfuge 2, Survival 4, Technology 3

TRAITS
Dependency (Major) – The Capper's "life" is dependent on the N-Form continuing to animate his body
Distinctive
Fast Healing (Special)
Fear Factor 2
Immortal (Special)
Natural Weapon (Minor) – Needle-Tendrils: Strength +2 damage
Tough

TECH LEVEL: 11
STORY POINTS: 5

N-FORM REPLICATION – SPECIAL ALIEN GOOD TRAIT

If an N-Form anchors itself to a substance that can be divided and spread over a wide area, it can create multiple engrams in our universe. The result will be that when the N-Form bursts from its pocket dimension and enters our universe, it can emerge through all of these engrams simultaneously, effectively creating multiple versions of itself.

There are two drawbacks. Firstly, if the engrams are too close together, the effect of opening up the rifts in close proximity could cause a dimensional collapse, so an N-Form may have to limit itself to opening a single engram. And secondly, as all the resulting N-Forms are essentially the same individual, manipulating the Patrexian Numbers in one will affect all.

OBERST OSKAR STEINMANN *(Just War)*

In 1941, Oberst Oskar Steinmann was commanding officer of the Luftwaffe zbV "special assignments" division based on Guernsey in the Channel Islands (see *L92*) and attached to the top secret Hartung Project.

Steinmann was born in Dresden as the son of a shoemaker and is proud of his rise to the rank of oberst (equivalent to a colonel in the British army). By 1941, Steinmann is in his fifties. His white hair is thin and combed back over his scalp, and his eyes are a piercing blue. He has a Roman profile, with aquiline nose and high forehead. He isn't a tall man, but he is thin and well-proportioned. Steinmann carries himself like a man born to command, and his profile and bearing make him imposing. Naturally, not a single part of his ironed and pressed Luftwaffe uniform is out of place.

Perhaps the most frightening thing about Steinmann is that he looks so ordinary. He is a Nazi, but he isn't mad or a fanatic. He is in complete control of himself. Steinmann is known to be a man of culture and intellect. He is an art collector, a professor of philosophy, a chess grand master and a family man. He despises the use of torture.

Steinmann believes that the Nazi cause is just. It isn't a mere adolescent fantasy along Wagnerian lines or a scientific romance like those of H.G. Wells. To Steinmann, Nazism is the future. Not just a fusion of all the old styles of government, but something new and glorious. The British and French empires will be gone and a new empire controlled by Germany will spring up. A new order and a new golden age of technological advancement.

HUGIN AND MUNIN
Armour: 3 **Hit Capacity:** 10 **Speed:** 8

Traits: Camouflage, Invisibility (Restriction – To radar only), Travel
Weapons: The prototypes are unarmed but could be fitted with machine guns and are designed to carry a payload of bombs.
Story Points: 3

OBERST OSKAR STEINMANN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS
Convince 4, Fighting 2, Knowledge 5 (AoE: Chess, Philosophy), Marksman 3, Science 2, Technology 2, Transport 3

TRAITS
Epicurean Tastes
Military Rank (Special)
Obligation (Major) – The Third Reich
Voice of Authority
Well-Mannered

TECH LEVEL: 4
STORY POINTS: 6

THE HARTUNG PROJECT

The Hartung Project is an example of the technological advances that the Third Reich is capable of. The Project is developing a stealth bomber a decade and a half ahead of its time. Two prototypes, named Hugin and Munin after Odin's ravens, are being constructed at a secret airfield on Guernsey. When complete, they will fly almost silently and be virtually invisible to radar.

Hugin and Munin are covered in a revolutionary new carbon foam that acts as a Jaumann absorber to absorb both light and energy and makes for very efficient soundproofing. In shape, they certainly have primitive stealth characteristics with no sharp edges and minimal ridges. They are remarkably advanced for 1941, and Chris Cwej (see *A43*) in particular suspects that they contain retro-engineered technology recovered from a crashed alien spacecraft.

The Doctor didn't discover the truth until later, that the German scientist Emil Hartung got his inspiration from a conversation he had with the Doctor and Mel in Cairo in 1936. The Doctor had been commenting on the ability of owls to fly silently and on the sonar senses of bats. Although the principles of Hartung's creations are sound, he died on March 1st, 1941 when Hugin exploded during a test flight over Guernsey. Munin though remains a threat to established history.

OUR MOTHER *(Valhalla)*

In the 23rd Century, during the height of gas-mining on the Jovian moon Callisto, the human settlers of Valhalla City (see *L153*) engineered a race of termites to burrow into the rock and seek out new energy sources. When Earth cut Valhalla off, no one even remembered the termites, and they kept working, sending years of data back to the Registry, the AI that controls Valhalla's infrastructure.

Outside of Valhalla's gravity pan, Jupiter's infamous gravity fluxes allowed the termites to grow massively in just a few generations. Then the traffic of data to the Registry started going both ways. The termites were programmed to seek out all resources, so they made use of the data they were receiving, growing with intelligence along the way.

By 2345, the termites are two metres long from mandible to tail. The soldiers are heavily armoured and their mandibles are razor sharp and capable of slicing through limbs with ease. The termites can tear metal walls apart like paper and eat through solid rock at high speed. They communicate with a chittering song to each other, but it's difficult for the TARDIS to translate it without some additional tinkering.

Individually, the termites are very strong. But en masse and working in unison, they are capable of carrying spaceships, even entire buildings on their backs.

Larger by far than her subjects, the termite queen is known as Our Mother the Fourth. She is the progenitor of her race and has achieved a measure of influence over the Registry. She can speak through it and through any comms device it is connected to. Our Mother and the Registry are almost one and the same consciousness. The Registry feed broadcasts the termite queen's daily watchwords to Valhalla: *"Every column is many and one"; "The higher we are, the better we see"; "Are suffering and life not birthed from the same philosophy?"*

Our Mother is as large as a beached space-whale (see *The Sixth Doctor Expanded Universe Sourcebook*). She is permanently giving birth, a chain of nurse termites constantly in attendance to carry her newly-laid eggs away. The queen is so bloated that she is incapable of independent movement and has to be carried on a litter pulled by columns of her soldiers. As well as her nurses, she is accompanied by her grooms and other attendants.

But Our Mother is in a state of terminal decline brought on by bad diet, constant stress and old age. She does not have long to live. But she has plans for Valhalla to secure the future of her children.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Having taken control of the Registry, Our Mother has come to an agreement with Teddy Laxton, the mayor of Valhalla City. Valhalla is failing, its wealth gone and food and power in short supply. Teddy believes that the termites becoming the new administration will ensure the survival of his people. What he doesn't know is that, once she has assumed control, Our Mother intends to sell them all into slavery, the first step in the termites' march to the stars!

OUR MOTHER IV

AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
Convince 4, Knowledge 3, Technology 3

TRAITS
Alien
Alien Appearance
Networked (Major) – Registry
Size – Huge (Major)
Slow (Major) – Immobile
Slow Reflexes
Tough

TECH LEVEL: 6
STORY POINTS: 10

GIANT TERMITE

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 1, Resolve 5, Strength 6
Skills: Athletics 3, Fighting 4, Survival 2, Technology 1
Traits: Additional Limbs (legs x2), Alien, Alien Appearance, Burrowing, Climbing (Major), Tough
Tech Level: 6
Story Points: 1-2

SOLDIERS: Replace Tough with Armour (5 points), and add Natural Weapon (Minor: Mandibles – Strength +2 damage, Armour Piercing – ignores the first 5 points of Armour). Officers also have Military Rank.
GROOMS: Add Flight (Major).

PAKHARS *(Legacy, Happy Endings)*

For centuries, the inhabitants of Pakha only knew war. The Pakhars fought each other for many years, each side never quite winning. Every time one got the upper hand, something would happen to cause factions of that army to change allegiance, almost as if some totally evil force were using the people as pawns in a game. This cycle of war was eventually ended in the 37th Century when Pakha was visited by the Third Doctor and Jo Grant, who discovered an object called the Diadem, now more usually referred to as the Ancient Pakhar Diadem (see *G15*). The Doctor believed that the Diadem was inhabited by a wholly malevolent lifeform dedicated to war, thriving off the emotions that war creates. He removed the Diadem from the people of Pakha and freed them.

After this, the Pakhars became a vast amicable society, completely turning their backs on anything other than a philosophy of peace. Pakhars are a diminutive people only around a metre tall and, to humans, they look very similar to overgrown Earth gerbils or hamsters. As a consequence, many humans view them as objects of ridicule, with jokes about cheese or exercise wheels. Needless to say, Pakhars do not appreciate Terran humour!

Pakha is a beautiful blue-green planet, roughly the size of Earth's Moon. Several centuries of tranquillity have established a new order and Pakha is a peaceful trading planet loved by interplanetary travellers and scholars alike. In the 39th Century, the Galactic federation took it under its ever-expanding wing, creating new opportunities for what was then a limp economy and turned it into something of a tourist's dream.

Because so many other worlds send their researchers there, the planet is rich in museums and libraries, colleges and galleries. Art and entertainment from a hundred other worlds are frequently exhibited there, and between every Pakhar trader or citizen, you can find ten off-worlders come to see a show, examine some paintings or hear readings of new and ancient literature. Since Pakha's acceptance into the Galactic Federation, many Pakhars have become respected scholars and academics, while others are successful merchants and traders. Just don't mention cheese!

According to the official publicity, off-worlders are accepted with customary grace and cheer by the Pakhars, not because they feel they have to, but because they want to. Pakha and its people are, in every sense of the word, nice. Except that Pakha still has its darker side. A legacy of the influence of the Diadem on Pakha's culture means that the planet has unusually high levels of crime.

The Federation is continuing to provide much in the way of technological progress for Pakha, but the Pakhars move at a pace which suits them rather than the Federation. As a result, Pakhar public transport is not famed for its speed or reliability, and other aspects of its infrastructure are similarly creaking at the seams.

PAKHAR

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	1

SKILLS
Convince 3, Fighting 2, Knowledge 4, Technology 1, Transport 2

TRAITS
Alien
Alien Appearance
Keen Senses (Minor) – Smell
Natural Weapons (Minor) – Claws and Teeth: Strength +2 damage
Quick Reflexes
Size – Tiny (Minor)

TECH LEVEL: 6

STORY POINTS: 4-6

The stats provided here are for a generic Pakhar and can be adjusted with additional Traits and Skills to represent the myriad professions the Pakhars are employed in.

PAKHAR RACE PACKAGE
Cost: 3 points
Attributes: Awareness +1 (+1), Coordination +1 (+1), Presence -1 (-1)
Traits: Alien (+2), Alien Appearance (Major) (-2), Keen Senses: Smell (Minor) (+1), Natural Weapons: Claws & Teeth (Minor) (+1), Quick Reflexes (+1), Size – Tiny (Minor) (-1)

THE PEOPLE *(The Also People, Happy Endings)*

A long, long time ago, a race of people built sentient ships in which to explore the universe. These people met other people who joined with the people to go exploring together. The people, the other people and the ships that were also people became the People. Millions upon millions of years later, the People live on the interior of the Worldsphere (see *L160*), a Dyson sphere governed by an artificial intelligence called God. They have assimilated many other races along the way.

The People can be classed in two broad groups: the organics and the ships. The organics are comprised of a multitude of species, hybrids between species and genetically engineered variants of species. There are People who appear to be almost human (but who have minor differences such as rounder eyes, square nipples and extra ovaries). There are also People who are reptilian or insectoid or fish, the latter being People who transformed themselves genetically to get some peace and solitude. All have vastly extended lifespans.

The ships are huge and are almost inconceivably intelligent. They resent the term "robot" as they are part of the People. The ships live in the Spaceport, a vast hexagonal hole cut into the side of the Worldsphere with a facility three thousand kilometres across at its centre. They include VASs (Very Aggressive Ships), GPSs (General Purpose Ships), VLR (Very Long Range) Drones and TSHs (Travelling Space Habitats). TSHs are often several kilometres long and are divided into separate sections (forward, middle and aft), each of which is independently sentient.

The VASs are warships. Some of the more aggressive VASs have had themselves mothballed until they are needed again, while others have either transferred to a different class of ship or have been refitted for civilian duties. The VASs' hulls are constructed from interleaved layers of force-fields and they are powered by engines that do horrible things to the fabric of the space-time continuum. They are armed with weapons designed during the People's last war, including remote forced quantum singularities, controlled hyperspace breaks, and something called the Pin-Stripe Cattle Grate, which nobody ever talks about.

Since what the non-organic People call each other can be a touchy subject, it is worth clarifying a few items of terminology. "Drones" are always People. "Remote-drones" are machines slaved to another Person. Ships in particular use them to hang out in places where they wouldn't fit. Remote-drones are also called "jobbers", presumably because they do all the jobs. "Constructs" are remote-drones that look like animals, although never like People because that would be in bad taste. "Houses" are generally not People but occasionally they attain sentience and become them. Sometimes those that change transfer to a ship or a drone body. For some reason, a fairly high percentage of shuttles are run by ex-houses.

The People form numerous interest groups to keep themselves busy, examples being the Xeno Relations (Normalization) Interest Group, the Interpersonal Dynamics Interest Group and the Weird Cuisine Interest Group. People don't have personal names until they're old enough to choose them for themselves, but they are then full of clicks, pops and aspirated consonants: aM!xitsa, saRa!qava and !C-Mel, for example. !x is pronounced by clicking the side of the tongue against the upper righthand teeth; !q by "clucking" the tongue; and !c by placing the tongue against the front teeth and sucking it explosively back.

In their recent history (thirty years before the Doctor, Benny, Chris and Roz visited the Worldsphere, see *A47*, *A42* and *A50*), the People went to war against a species called All of Us. They were a race of insectoid religious fanatics resembling giant cockroaches. The People committed the sort of acts that people tend to commit during wars, although being People they were very apologetic about it. The People won and their enemies underwent a profound theological transformation and became part of the People. Using a tiny fraction of their available resources, the People completely rebuilt the twenty-six low technology civilizations that had been devastated during the fighting. But there was nothing they could do about the fifteen planets, three rings and fifteen asteroid habitats that had got themselves blown away.

Despite being incredibly intelligent and unimaginably advanced, the People have never mastered time travel. God believes that this is due to the lack of telepathy among them. Nevertheless, the Time Lords became concerned that if they ever did develop temporal technology, the People would become as powerful as them. To prevent any potential misunderstandings, the Time Lords negotiated a peace treaty with God. Under the terms agreed, the People undertake not to attempt to develop any form of time travel or means of temporal manipulation. In return, the Time Lords have undertaken not to interfere with the social, economic, political, diplomatic or historical development of the People or any culture or group within their Home Galaxy, either in the present, the future or the past. The existence of this treaty has not prevented some of the People from thinking that the terms of the agreement are unfair, and that maybe the People should try to develop time travel after all.

Taking into account all the species which have been integrated into the People over millions of years, they are such a diverse group that no standard set of stats could represent them. Even human-seeming organics tend to have the Distinctive Trait, but beyond that the variety is enormous. Ships are similarly variable, though Robot is standard, and many have such Traits as Armour (either 5 or 10 points), Environmental (Major), Flight (Major; including interstellar capability), Forcefield (either Minor or Major), Scan, Size (either Huge or Colossal) and Transmit. VASs would also be armed with devastating weapons, providing them with Delete or very high levels of damage.

PHRACTONS *(Infinite Requiem)*

The Phractons are not an unnecessarily aggressive species. But during the late 24th Century, they were forced into a war with the Earth Empire when a plague threatened to wipe them out. The plague could be cured by the mineral porizium, believed to be available in abundance on the Earth colony of Gadrell Major. But although the Phractons pleaded, Earth would not provide them with the supplies they needed. The Phractons therefore sent a Swarm to secure the planet.

Phracton warriors are cybernetically installed within fighting machines. Ground troops use hylerium-plated intrusion vehicles powered by hymetusite, and are known to humans as flamers. They resemble silver tanks, like giant woodlice with swivelling turrets. The flamers fire a combustible gas which is ignited to incinerate anything up to about fifty metres.

Aerial units are shimmering translucent globes about two metres across, packed with circuitry and armed with laser-tubes. At the heart of the globes, shrouded in cables and hunched over their controls, are the part-cybernetic, part-organic Phractons themselves. It is difficult to make out their actual forms. There is perhaps a hint of a flat, wedge-shaped cranium moving back and forth, and several extrusions which could be twitching limbs. They might just as easily be electrical cables. Phractons, both flamers and aerial units, always seem to be accompanied by a continuous series of multi-frequency crackles.

The Phracton language is unintelligible to humans as it requires inflexions that use communicative means and organs undeveloped by any other race. The cybernetic units are fitted with translators so that, every second or so, the several frequencies of sound emitted by a Phracton coalesce into recognisable speech from a grille mounted on the front. This makes for a halting conversation. Phractons have names, but the limitations of their language mean that officers are usually referred to by other races as just their rank. Other Phractons are designated by an alphanumeric sequence such as 4Z-88* or 3Q-325*.

A Phracton brain, as well as being linked to its own personal computer, forms a cell of a greater entity, constantly absorbing and assessing information, acting on that information and sending new instructions. They work faster than any interactive software devices developed by the human race. The nerve-centre of a Phracton Swarm is the Commandant. From outside, one would see the stars and spindles of data being diffused at his globe, unscrambled in the interface and absorbed.

Despite their appearance, Phractons are not mindless killing machines like Daleks or Cybermen. They are organic enough to have emotions and personalities. As hard as it often is for humans to understand, Phractons form attachments and loyalties. Phractons scream. They suffer. They are mourned by their Swarm-brothers. They can also form factions among themselves, even within a single Swarm.

PHRACTON GROUND UNIT

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	10

SKILLS
Marksman 4, Technology 3, Transport 5

TRAITS
Alien
Alien Appearance
Alien Senses – IR Vision
Armour (10 points)
Cyborg
Natural Weapon (Major) – Flamer:
2D6(1D6/2D6/3D6) damage, Area Effect (affects everything within a 30° arc and 50 metre radius of the turret-mounted flamer)
Networked (Major)
Quick Reflexes
Scan

TECH LEVEL: 6

STORY POINTS: 2-4

PHRACTON AERIAL UNIT

Stats are the same as the Ground Units with the following adjustments:

ATTRIBUTES: Increase Coordination to 4; reduce Strength to 5

TRAITS: Reduce Armour to 5 points; add Fast (Major) and Flight (Major); and replace the Natural Weapon – Flamer with Natural Weapon – Laser-Tube: L(4/L/L) damage

POOL *(Deceit)*

Pool is a gestalt mind of the Spinward Corporation on the colony world of Arcadia (see *L83*). When the Corporation ship had first brought the colonists to Arcadia in the 22nd Century, Pool had been the six-strong research team that represented Spinward's interests in this remote outpost of humanity. But soon after arrival, they conducted an experiment using semi-organic material to link their minds, becoming a gestalt intelligence. They found that the whole was greater than the sum of its parts. The individuals abandoned their bodies and became Pool.

Since then, brain matter harvested from many hundreds of individuals from the colonists and their descendants have been added to augment and supplement Pool's brainpower. The memories of these donor brains are erased, their synapses are disrupted and reconnected, and the additional material is used for routine calculations in Pool's control over the generations' long experiment that is Arcadia.

By the 26th Century, Pool's intellect has expanded and it has developed powerful mental abilities. It has created technology beyond that of the Earth Empire and has even unlocked the secrets of block transfer computations, giving it the power to manipulate reality. Pool controls the systems on Arcadia Station, the Spinward space station on which it exists in orbit above Arcadia, and can alter the station's topography at will. It also controls the cybernetic Counsellors on Arcadia's surface and various structures it has constructed in and around the star system.

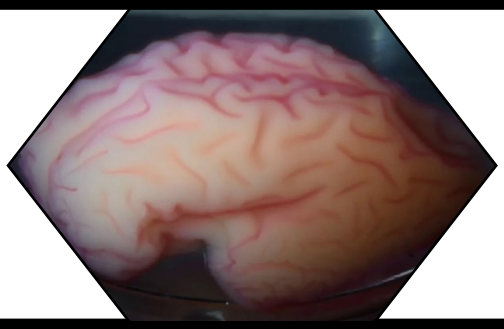
Pool's physical body is a gigantic mass of brain matter existing within a vat that encircles the chamber of his servant Lacuna on Arcadia Station. As such, it has very little in the way of sensory apparatus. It is linked to the station's systems and can see and hear through them. But it has no direct stimulus from the world around it and normally exists as pure thought. Over the centuries, Pool has used a succession of servants, Lacuna being the latest, through whose minds it has experienced sensations vicariously. But Lacuna's sadomasochistic use of girls brought to the station from Arcadia has not been enough, and Pool is now mad.

Pool has used its mental powers to restructure the asteroid belt of the Arcadia system into a series of monstrous, contorted faces the size of small moons and has set up a slowly contracting force barrier at the edge of the system. It can crush spaceships with giant fists of energy created by its block transfer computations.

Pool's insane plan is to convert all the matter within the system into energy to create a mini-universe of pure thought in which it can live forever. Bull the energy needed to do this is far beyond that available in the system. In any case, Pool's increasing size has resulted in a proliferation of strange sub-routines in its mental processes. It is becoming less capable of performing the calculations necessary to create a private universe.

Pool's current servant, Lacuna, is bizarre looking. She is very tall and thin, almost emaciated, with elongated fingers and face, and a monstrous, enlarged head, cleft and pierced with a gleaming cylinder of metal.

POOL



AWARENESS	5	PRESENCE	5
COORDINATION	0	RESOLVE	10
INGENUITY	8	STRENGTH	0

SKILLS
Convince 4, Knowledge 4, Medicine 4, Science 6 (AoE: Mathematics), Technology 6

TRAITS
Alien Appearance
Block Transfer Jiggery-Pokery (see *The Fourth Doctor Addendum*)
Block Transfer Specialist
Cyborg
Eccentric (Major) – Insane!
Networked (Major) – With Arcadia's systems and with Lacuna
Psychic
Size – Huge (Major)
Telekinesis
Telepathy

TECH LEVEL: 6
STORY POINTS: 10

LACUNA

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 2
Skills: Convince 2, Craft 4, Knowledge 1, Science 1, Technology 2
Traits: Distinctive, Enslaved, Networked (Major: Pool), Obsession (Minor: Sadomasochism)
Tech Level: 6
Story Points: 2

THE PRESIDENT *(The Dimension Riders)*

On Gallifrey in a far future in which the exploits of the infamous renegades have become legend, the Time Lord who would later take on the title of President of St Matthew's College, Oxford was known as Epsilon Delta. His Academy name had stuck, even when he had risen to the admittedly lowly rank of attendant to Gold Usher. The post came with only mundane duties and no real responsibility, despite Epsilon having a respectable double beta in cybernetics. He considered that his brilliant mind was being wasted.

But Epsilon's lowly position gave him unforeseen advantages. For one thing, no one expected him to have any kind of scientific knowledge, or that he would be able to adapt a spare TARDIS to his own palm and voice prints. Nor did many other Time Lords know of his creation of a totally new model of cybernetic android.

Foremost among his cybernetic creations is Amanda, who has the appearance of a strikingly attractive woman. Amanda has been working on her personality. Instead of an android's apparent air of cool detachment and indifference, she now has a simulated personality whose prime trait is an air of cool detachment and indifference.

One night, Epsilon Delta left Gallifrey. His primed TARDIS was waiting, and his cybernetic creations were inside, ready to let him in. He read, in the data banks of his TARDIS, of those legendary renegades, prominent among them the Doctor. This inspired him, and he determined to find the Doctor as soon as possible. Somehow, Epsilon Delta had an instinct that here lay the key to his much-needed revenge against the Time Lords who had ignored his brilliance.

But he had time. By Time Lord standards, Epsilon was quite young, the equivalent of three hundred and fifty Terran years. So he toured time and space. An unfortunate encounter with some belligerent Sontarans forced his first regeneration, and the body he now has is, by no stretch of the imagination, as handsome as his last one. Time Lords are not meant to worry about their external appearance but Epsilon Delta is decidedly unhappy with the tubby, ageing figure that he now presents.

Epsilon has set himself up in several different roles on various planets. The one he enjoys the most, though, for which he has had to fabricate academic credentials with the utmost precision, is his existence as Dr Styles, the President of St Matthew's College, the largest and richest of Oxford's colleges. Earth is a useful hideaway and bountiful supplier of good wine and smoked salmon sandwiches.

A little after his arrival on Earth, the President began to notice something very odd about his TARDIS, now disguised as a filing cabinet in his college chambers. Although it had all the facilities of the Type 102, adapted to his own needs with voice-activated lock, its energy was being drained. Its internal dimensions were finite and shrinking. Investigating, the President discovered an anomaly deep within his ship, a wall of lights that spoke with the voice of the Garvond (see *V132*). The Garvond promised the President power, and Epsilon Delta made a deal…

THE PRESIDENT

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	8	STRENGTH	2

SKILLS

Convince 4, Craft 3, Knowledge 5, Marksman 1, Science 4, Subterfuge 2, Technology 5 (AoE: Cybernetics), Transport 3

TRAITS

Boffin
Epicurean Tastes
Feel the Turn of the Universe
Random Regenerator
Technically Adept
Time Lord
Time Lord – Experienced
Time Lord Engineer
Time Traveller (Special) – All Tech Levels
Unattractive
Vortex

EQUIPMENT

Type 102 TARDIS – use the stats for an Advanced TARDIS in *The Time Traveller's Companion*

TECH LEVEL: 11
STORY POINTS: 8

AMANDA

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 5
Skills: Athletics 4, Fighting 4, Marksman 3, Subterfuge 2, Technology 5, Transport 3
Traits: Armour (5 points), Attractive, Natural Weapon (Minor: Can remould her limbs into sharp weapons – Strength +2 damage), Quick Reflexes, Robot
Tech Level: 11 **Story Points:** 4

PROFESSOR MORIAH *(Bad Therapy)*

In London in 1958, Professor Moriah is the director of the Petruska Psychiatric Research Institute (see *L122*). The Institute has been undertaking pioneering work in psychiatric therapy, using lifelike animated mannequins called Toys to take the place of traditional therapists. However, following a recent tragedy in which a young patient was encouraged by his Toy to climb on the roof and fell to his death, the government has ordered the Institute to close down.

Moriah is a large man, tall, thickset and muscular. His face has strong, hard features that look as if they're cut from granite. He has short, steel-grey hair, though his face is curiously smooth and ageless. Only his eyes, which are small and dark, look old and weary.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On the planet Krontep (see *The Sixth Doctor Expanded Universe Sourcebook*), history records that several thousand years ago, the man-god Moriah had arrived from the depths of space. He conquered Krontep and turned it into one of the most powerful civilisations in its sector.

Moriah took the scientist Petruska as his wife and she became the first Queen of Krontep. According to the ancient history of the planet, Petruska was unfaithful to Moriah and, in his anger, he killed her and then fled from Krontep, never to return. But the Doctor's one-time companion Peri Brown, now Queen Gilliam, has undertaken some archaeological research in the ruins of Petruska's palace. She has discovered that the official history is not quite correct.

Moriah was so controlling of his Queen that he allowed her to do nothing, go nowhere and meet no one. His jealous love was suffocating Petruska, so she plotted to escape from him. Petruska enlisted the help of her bodyguard, but he betrayed her to the King. Imprisoned in her palace, Petruska took her own life. Before anyone learned that his actions had resulted in the death of the Queen, Moriah fled. His son became King, a line of rule which has continued to this day.

Moriah vanished from Krontep using a time corridor to escape to Earth in the 1950s. Here, he has set up the Psychiatric Institute as a cover for his researches. Moriah has developed the Toys as he wishes to recreate his beloved Petruska. The results have been promising, and the Toys take on the appearance and personality of whoever the person they are bonded to most desires. But Moriah's attempts to create a new Petruska have so far failed. Any Toy which takes on her form becomes terrified and hysterical at the sight of Moriah, before it dissolves back into an inanimate mannequin.

MORIAH

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	6

SKILLS
Convince 3, Craft 4, Fighting 3, Marksman 2, Medicine 4, Science 5, Technology 4, Transport 1

TRAITS
Bio-Chemical Genius
Distinctive
Obsession (Major) – Recreating his dead wife

TECH LEVEL: 6

STORY POINTS: 6

An additional problem is that a number of the Toys have escaped to start an independent life in London, finding new partners. Moriah is tidying up these loose ends. He developed a jelly-like organism in the rough shape of a London black cab to kidnap humans for material to create the Toys in the first place. This monstrous creature is now hunting the rogue Toys. It sucks anyone it touches into its gelatinous interior.

THE BLACK CAB

Attributes: Strength 10, Coordination 4, Awareness 3
Skills: Athletics 4, Fighting 2
Traits: Alien, Alien Organs (Minor), Face in the Crowd, Fast (Major), Gulp!, Tough
Story Points: 2

PSYCHIC PARASITES *(The Dread of Night)*

There are creatures that even the Doctor has no knowledge of. Creatures from the astral planes which lie in the shadows of ours. Creatures which appear like ghosts or poltergeists. But sometimes they can take a more physical form if they bond with a human.

One such creature was encountered by the Doctor at an old house in Northumberland in 1899. There was a feeling of palpable dread about the place. The mistress of the household, Mrs Price, had died only six weeks before, and now her youngest daughter, Annabel, was unable to sleep and was wasting away. The house had been infiltrated by something from another dimension who was feeding on Annabel's grief. It had sidled its way into the memories of the other members of the household, making them think it had been there all along. But which one was it? Annabel's older sister, Isabel? Mrs Willis the housekeeper? Or Nurse Hooley, who had been hired to care for Annabel's mother and was now nursing Annabel herself?

PSYCHIC PARASITE

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	2

SKILLS
Convince 5, Craft 3, Subterfuge 3

TRAITS
Dependency (Major) – Grief and loss
Hypnosis (Major)
Possess
Psychic
Weakness (Major) – Requires a psychic bond to a human (using its Possess Trait), who must remain awake or it will fade back to its astral realm

TECH LEVEL: 4
STORY POINTS: 6

SANDY

AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	5
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 2, Fighting 4, Subterfuge 5

TRAITS
Alien Appearance
Fear Factor 3
Flight (Major)
Immunity – To most physical damage
Natural Weapon (Minor) – Teeth and Claws: Strength +2 damage
Natural Weapon (Major) – Sandy can sacrifice its own life to generate a psychic explosion delivering Lethal damage to everything within 3 metres of itself
Psychic
Size – Tiny (Minor)

TECH LEVEL: 4
STORY POINTS: 4

So long as Annabel remained awake, the creature was strong. So it used its psychic influence to prevent her from sleeping, even when medicated by Nurse Hooley. If Annabel slept, it would lose its grip on our dimension. But the human body requires sleep. Annabel will eventually waste away, and the creature will need to find a fresh source of grief.

The grief parasite wasn't the only psychic creature haunting the household. A small, shadowy figure with wings and fangs and claws lurked in the darkness. This was Annabel's imaginary friend, Sandy, somehow brought to life, perhaps only an embodiment of pure willpower. It was incredibly loyal to Annabel and was trying to protect her from the parasite. It had killed the household servants as punishment for bending to the parasite's will and continued to attack those who were left. If it can, it will kill the parasite, even sacrificing itself it necessary.

PUREBLOOD SONTARANS *(Pureblood)*

Centuries ago, the original inhabitants of the planet Sontar, the Kaveech (see *The Sixth Doctor Expanded Universe Sourcebook*), created the Sontarans in response to the attacks on their world by the Rutan Host. The Sontarans turned on their creators, whom they viewed as a weaker species, with the result that the Kaveech fled from Sontar and became refugees. But the cloned Sontarans were not the first of their race. The Kaveech had developed them from a precursor species of Sontarans, a more animalistic race that still bred naturally.

As the Sontaran war machine spread across the galaxy, pitting itself against the Rutan Host, the precursor Sontarans were forgotten about. Indeed, none were known to have survived. The Sontarans' cloning techniques allowed for faster redistribution of learned skills, and altered the Sontaran stock into specialist castes. Their race became more ordered, more structured. Their specialisation matched Rutan adaptability and the two races have been at loggerheads ever since.

The Sontarans established a gene-bank and memory core called the Racepool on their homeworld. It is the sum of all their strengths and learning. From it, they can, if necessary, replicate their entire kind. Naturally, the Rutans are intent on destroying it.

In the 26th Century, Rutan scouts discovered a lost Sontaran colony at the edge of Mutter's Spiral. These Sontarans have been there from the early years of the Kaveech's experiments. They are Purebloods, aggressive animals untainted by the Racepool's cloning, and they had no reason to fear the Rutans. The Rutans have told them how their race has changed in their long absence, turning its back on its proud martial past; how it has rejected traditional mating in favour of clinical science.

The Rutans have given the Pureblood Sontarans ships and weapons, and fired them with outrage and a desire to purify their people. The Purebloods are intent on destroying Sontar and the Racepool located on it, to re-establish the supremacy of their own bloodline. If possible, they will burn Sontar to a cinder and pursue their cloned cousins across the galaxy. Having the same genetic base as the cloned Sontarans, Sontar's damper screens will allow the Purebloods to pass through undetected where the Rutans cannot.

Pureblood Sontarans are an ancient form of the Sontaran race, throwbacks to an earlier stage of development. They are taller than modern Sontarans, with long shaggy hair fringing the crowns of their heads. Their faces have a similar heavy-browed appearance to those of their cousins, but with less of the cloned uniformity. Purebloods are unpredictable, dangerous and furious about the changes time and technology have wrought on their culture. They hate the cloned species the Sontarans have become.

PUREBLOOD SONTARAN

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 3, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 2, Subterfuge 2, Survival 5, Technology 2, Transport 3

TRAITS
Adversary (Major) – Cloned Sontarans
Alien
Alien Appearance
Brave
Impulsive
Tough

EQUIPMENT
Leather Armour (2 points)
Blaster: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 4-6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Despite the animosity of the Purebloods towards the cloned Sontarans, the Doctor was able to convince them that the Rutans were just using them and would destroy them once their work was done. The two Sontaran factions joined forces and the Pureblood commander placed his soldiers under the command of the cloned Sontaran officer, presumably to be integrated in the Sontaran military.

THE QUOTH *(The Death of Art)*

The Quoth are a race of subatomic entities, merely a string of quarks smeared down into the micro-dimensions. They are intelligent, but they live at least eighteen thousand times faster than a human, moving so quickly that they would be invisible even if they could be observed at all. Quoth are so small, so fast and so utterly alien to anything in the macro-universe, that their lives and behaviour are almost incomprehensible to us. But they have the power to alter matter at a subatomic level.

If three neutron stars are collided in exactly the right way, you get a time engine: a cylinder of neutronium a light-day long, spinning rapidly enough to distort time with its gravity. That was the Quoth homeworld. Only in that flux of bent time could the barriers between our macro-dimensions and their collapsed dimensions naturally drop. There, they evolved by developing patterns that could deflect and control the time-flux.

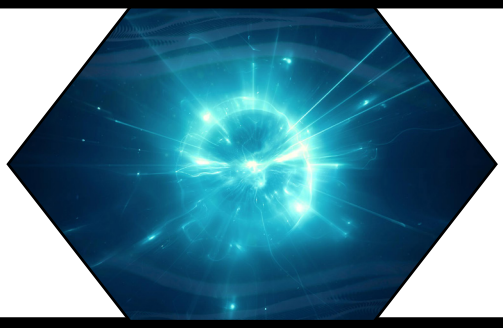
But their homeworld was destroyed by an ancient Gallifreyan weapon called an N-Form (see *V160*), and the Quoth that survived were hurled into space. These survivors drifted until they eventually arrived on Earth, where they started to look for a source of the materials they need to reproduce and birth new Quoth. The stresses that permit quarks to exist in the disassociated form necessary to Quoth biology are immense. On a low-gravity planet like Earth, the only possible source of this material is organic: the quantum side-effects of psionics within human brains. The material they extract is one which has a fairly narrow half-life anyway, nothing noticeable or missed. But in the process of extracting it, they stimulate the psychic nodes in their hosts' brains, driving them to new levels of power.

In the macro-universe, the Quoth are located in Paris in the 1890s, though this means nothing to them, as does any concept of the macro-universe they are within. The Quoth founded Quoth Space, a massive domain for themselves, but which is within a doll's house in a Parisian toy-shop. The doll's house has become a psionic resonator. Beyond Quoth Space, they have detected the presence of the materials needed for Quoth birthing in slow-moving amalgamations of matter that they call Clusters, and they have been extracting the materials from them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Clusters are in fact human beings, and the act of extracting the materials has been triggering a range of psychic powers in them. These humans include members of the Brotherhood of the Immanent Flesh (see *V107*), a secret society along masonic lines, and a rival breakaway group led by Montague (see *V158*). Feedback within a host's brain traps and enslaves the Quoth to their host's will, a temporary state the Quoth refer to as the Shadow. Under the Shadow, Quoth have been forced to make psychic weapons, as the Clusters fight each other in the macro-universe

QUOTH



AWARENESS	4	PRESENCE	2
COORDINATION	*	RESOLVE	5
INGENUITY	4	STRENGTH	*

*Quoth automatically win all contests involving Coordination, but lose all contests involving Strength

SKILLS

Convince 3, Science 3, Subterfuge 5, Survival 6

TRAITS

Alien — Alien Appearance
Environmental (Major) — Immortal (Major)
Immunity – Can only be harmed by something that affects matter at a subatomic level
Molecular Reformation – see *The Second Doctor Expanded Universe Sourcebook*
Quick Reflexes
Size – Tiny (Special): Quoth are too small for the human eye to see and are effectively invisible
Special – A Life in the Day: Quoth exist at a far faster rate of time than most of the universe, experiencing a year in less than half an hour
Special – Psionic Resonator: Within a human brain, Quoth provide any host who already has the Psychic Trait with other Traits as determined by the GM

Within a Cluster (host), Quoth also have the Enslaved Trait

TECH LEVEL: N/A
STORY POINTS: 2-4

But in one Cluster in particular, Montague, the Shadow has been raised to the nth degree, an affliction called the Blight. Blighted Quoth are forced to extract more and more material to release more power in Montague without hope of respite.

RAKSHASSI *(All-Consuming Fire)*

The Rakshassi (singular: Rakshassa) are demons common to both Hinduism and Buddhism. In the former, they are usually associated with the worship of Kali, the goddess of death and destruction. Some of the Thuggee cults in Jabalhabad in India worship them and claim that the creatures have appeared to them there. But their origins are at the same time both more mundane and more fantastic than their religion conceives.

A Rakshassa is like a creature from a nightmare. Larger than a human, it is a venomous crimson colour, armoured like a crustacean and walks on the taloned points of its billowing leathery wings. A coiled tail with a wicked spiked club of flesh on the end swings beneath its glossy body. Its head is low-slung and vicious. It has no eyes and no mouth, just a set of thorny growths which jut forward and seem to move with a life of their own to point at whatever opponent the Rakshassa is facing. In combat, its main weapon is its spiked tail, which it can swing with tremendous force to smash its victims.

Although their carapaces provide excellent resistance to attacks, Rakshassi are not invulnerable, and their spiny heads and leathery wings are less protected. If they are injured, their wounds spray a pink, watery fluid. Although they look and behave like wild beasts, most Rakshassi are as intelligent as humans, some more so.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Rakshassi are not a species in their own right, but are those unfortunates who have been transformed by the Mark of Azathoth.

Azathoth (see *V104*) is a creature claiming to be one of the Great Old Ones (see *V136*), though it is actually nothing of the sort. It is imprisoned in the ruined city of Kadath on the distant planet Ry'leh (see *L130*) and is guarded by a couple of garrisons of Shlangii mercenaries. Although not a Great Old One, Azathoth can insinuate itself into the minds of others and force them to love and worship it. These slaves receive the Mark of Azathoth and are transmogrified into the Rakshassa that serve it. Even some of the Shlangii, normally resistant to such things, have fallen under its spell.

Sherringford Holmes, the elder brother of Sherlock (see *A96*), discovered a dimensional portal between Jabalhabad on Earth and the Plain of Leng on Ry'leh. Stepping through it, he has fallen under Azathoth's control. But he has managed to hold back the change in order to better serve his new mistress. Disguised with gloves and thick clothing, Sherringford maintains a largely human appearance on the surface. But his new form can break through at any time.

Sherringford has returned to Earth in order to raise an army to send to Ry'leh. Under cover of a diversionary attack on the Shlangii mercenaries, he and his fellow Rakshassi will attempt to move Azathoth through the portal to India, where it can establish a new dominion for itself.

RAKSHASSA

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	7
INGENUITY	3	STRENGTH	7

Rakshassi retain any Attributes of their original forms which are higher than the above.

SKILLS

Rakshassi retain the Skills of their original forms, but as a minimum have: Athletics 3, Fighting 3, Survival 2

TRAITS

Alien
Alien Appearance
Armour (5 points)
Enslaved
Fear Factor 2
Flight (Major)
Natural Weapon (Minor) – Spiked Tail: Strength +4 damage
Size – Huge (Minor)

TECH LEVEL: That of the original creature
STORY POINTS: 4-6

SHERRINGFORD HOLMES

Although he is now a Rakshassa, Sherringford retains the following Attributes and Skills:

Attributes: Awareness 6, Coordination 4, Ingenuity 6, Presence 4, Resolve 7, Strength 7
Skills: Athletics 3, Convince 4, Craft 2, Fighting 3, Knowledge 6, Marksman 3, Medicine 1, Science 2, Subterfuge 4, Survival 2, Technology 2, Transport 1

THE RECRUITER *(Toy Soldiers)*

A millennium and a half ago, an alien war machine was shot down and crashed on the planet Q'ell (see *L126*). It was a learning weapon, a computer designed to analyse the enemy and learn how to kill them all with minimum collateral casualties. Who built it is unknown, but its enemy was the Ceracai, whose planet is half a galaxy away.

Among the damage the machine incurred from the enemy plasma bolt and the subsequent crash, its repair systems were disabled and some of its feedback circuits were destroyed. Although its matter transporter is functional, its coordinate search components were compromised. Without these, the machine is restricted to transporting objects and people in a direction derived from an external source. In addition, it was too far from the nearest allied base to signal for help.

Q'ell was a primitive world whose insectoid inhabitants, also called Q'ell, were a pre-technological culture. Nevertheless, the machine was able to utilise their low-level telepathy to harness them under its control, and it became known as the Recruiter. Although the Recruiter had lost the knowledge of the technology needed to get itself off-planet due to the damage it sustained in the crash, it reasoned that it could use the Q'ell to acquire that knowledge by advancing their development.

The Q'ell were already involved in an internecine war among themselves. So the Recruiter used the resources it had to prolong the conflict, on the basis that war is the most effective method of ensuring rapid technological advancement. It has used the Q'ell to establish a psychic link with other worlds to provide directional control for its damaged matter transporter. But the Q'ell can only link to planets with which they have a psychic resonance because of similar wars, which results in worlds at the same low level of technology as the Q'ell themselves. Still, the Recruiter has been able to snatch beings from these worlds and bring them to Q'ell to fight in the war. Children are best as they have no compunction about killing. All aliens brought to Q'ell by the matter transporter have circuits implanted in their heads to compel them to fight on one side or the other.

But 1,405 local years and 2,846,014,032 deaths later, the required technological advance still hasn't been achieved. Q'ell has developed, but only slowly. By the year 1919 by the Earth calendar, Q'ell is at a similar level of technology, and the conflict has entered a trench warfare phase with huge metal vehicles striding over the blasted landscape.

The Recruiter is housed in a room larger than a cathedral. It is a huge cylinder lying on the ground, tapering at each end to a wire-thin tip. The Recruiter is perhaps fifty feet high and three hundred long. The centre section, a hundred and fifty feet long, is open, with long metal doors folded back above it like several pairs of rectilinear wings. In the exposed space, upright cylinders of metal, like truncated pillars connected by cobwebs of cabling, glitter with intricate patterns of colour. The Recruiter seems almost alive and speaks with a booming machine voice.

THE RECRUITER

AWARENESS	3	PRESENCE	2
COORDINATION	N/A	RESOLVE	4
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 2, Knowledge 4, Medicine 1, Science 2, Technology 1

TRAITS
Armour (5 points)
By the Program
Hypnosis (Major) – Restricted to characters who have the Psychic Trait or those fitted with its surgical implants
Machine
Psychic
Robot
Scan
Size – Huge (Major)
Slow (Major) – Immobile
Teleport – Damaged, requiring access to Q'ell telepathy to provide location and direction
Transmit

TECH LEVEL: 7

STORY POINTS: 6

RICKY MCILVEEN *(Warchild)*

In 2030, Ricky McIlveen is fifteen years old. He's the son of Justine McIlveen (see *A59*) and Vincent Wheaton (see *V199*), and the stepson of Creed McIlveen. Justine was already pregnant with Ricky by the time she met Creed, but she left her husband after his uncontrollable psychic powers re-emerged. Justine fell in love with Creed and the couple went back to America.

As a teenager, Ricky is not particularly good looking, nor is he charming. He's lanky, stoop-shouldered and a bit shy. Though Creed half suspects that it isn't so much shyness as slyness, as if Ricky enjoys making others feel uncomfortable. Ricky isn't fat, but he's soft and somehow uncommitted, undecided. He hides a keen mind hiding behind a vague and nervous manner. He looks slow and plodding, and some people might think he's backward, until they see the sharpness in his eyes.

But whatever Creed thinks of his stepson, Ricky does seem to have a knack of attracting girls. His friends say it's like a magic trick. They go anywhere with Ricky and he somehow draws the girls to himself. There's something he does in his head that causes girls to just appear as if from nowhere.

Although popular with his friends, Ricky never seems to fit in at school. In fact, despite a good record of academic achievement, he has been asked to leave the last three schools he's attended. None of the teachers seem to be able to give Creed and Justine a concrete reason for the problem. Just that Ricky's a disruptive influence and "doesn't fit in".

The relationship between Creed and Justine has been going downhill lately. After the latest row, Justine told Ricky that Creed wasn't his real father, just to piss Creed off.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ricky's ability to attract girls is because, like his natural father, he has psychic abilities. In Ricky's case, these enable him to influence people, sometimes deliberately but often without even realising it. Ricky is a psychically enhanced alpha male, the runaway leader of any group he's with. The males look up to him, while the females are beguiled by him. They can't help themselves. Only Creed seems to have some resistance to him. The Doctor suspects that Ricky's powers were enhanced because Creed made love to Justine while she was expecting Ricky and he was high on warlock (see *G27*).

Although Vincent Wheaton hasn't been in Ricky's life since he was born, that is about to change. Vincent is obsessed with getting his revenge on his ex-wife and the man who replaced him in her life. Since their split, Vincent's own psychic powers have vanished. But he knows all about Ricky's. Using the name Mr Retour, Vincent is now secretly working for the Agency, the same black ops organisation that Creed is with. He has plans to acquire Ricky and use him to gain control of America.

RICKY MCILVEEN

AWARENESS	3	PRESENCE	7
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 1, Convince 6, Knowledge 1, Technology 2, Transport 2

TRAITS
Charming
Empathic
Hypnosis (Major)
Psychic
Voice of Authority

TECH LEVEL: 5

STORY POINTS: 10

Later in his life, Ricky becomes the father of the physical manifestations of the Menti Celesti (see *V157*) known as Time, Pain and Death, the mother being Jasmine Surprise Cwej-Hutchings. Jasmine is the daughter of Chris Cwej (see *A42*) and Ishtar Hutchings, the human incarnation of the Timewyrm (see *Volume 1*).

RUFUS *(An Alien Werewolf in London)*

Rufus is a brash Australian alpha male. He's good-looking, confident and very wealthy. In the early 1990s, he's the guy behind the recent, highly successful satellite TV station, Channel Gamma Two-Five ,with its HQ in London's Docklands and its ultra-popular Aussie soap, *Waroona Springs*.

When the Doctor met Rufus, he was immediately wary of the businessman. Although he appears human and is quite comfortable in sunlight, the Doctor suspected that he is somewhere on the vampire spectrum. After all, Rufus still needed to be invited over the threshold.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rufus is in fact a full vampire, just one who has built up an immunity to sunlight. He is – or was – a member of the Ferrat family (see *V129*), who were once the Nosferatu of the Middle Ages. Rufus was the first human to be turned by Raymond and Rohesia Ferrat, centuries ago. But when the Ferrat decided to turn their backs on their vampiric heritage and use an alien parasite called the Sin Eater (see *V183*) to become human and live human lives (albeit immortal ones), Rufus rebelled. He still believed that vampires should prey on humans and drink their blood. So Raymond and Rohesia banished Rufus to Australia two hundred years ago, like a British convict.

Raymond and Rohesia figured that there is no environment on Earth more hostile to a Feratu than sun-soaked Australia. Two hundred years ago, it was still a wilderness so there was very little in the way of human life for him to prey on. The sun was Rufus's jailer, its rise and fall marking the boundaries of his prison. He couldn't escape without burning. The Ferrat hoped that in time he would repent and re-join them.

But Rufus thought differently. Every day, for two hundred years, he exposed himself to the sunlight, bit by bit. First a fingertip, then a finger, then a hand, gradually. It burnt like fury, but he didn't die. The voice of the vampire virus in his head kept telling him that, one day, he would be immune. And it was right.

Now Rufus is a successful businessman as well as a vampire, and his media enterprise is part of his plans for revenge against his family. Over the centuries, the Feratu have passed their genetic markers into humankind. Not everyone, but enough for Rufus's plan. The marker has been lying dormant because it needs to be activated by a certain type of radiation not normally found on Earth, Gamma Two-Five radiation.

The satellite dishes Rufus's TV station has been putting up everywhere have been specially modified to absorb background Earth radiation and turn it into Gamma Two-Five radiation. As soon as the dishes intercept a special signal from the channel's satellite, the dormant marker in everyone watching *Waroona Springs* will be activated and transform them into vampires. Rufus plans to turn Britain into a vampire dictatorship overnight, and along the way, he'll dispose of Raymond Ferrat and the rest of the family that betrayed him.

RUFUS

AWARENESS	4	PRESENCE	5
COORDINATION	5	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 4, Convince 3, Fighting 4, Knowledge 2, Marksman 1, Subterfuge 3, Survival 5, Technology 3, Transport 2

TRAITS
Attractive
Dependency (Major) – Suffers a -4 penalty on all rolls if denied blood for an extended period
Distinctive
Frenzy
Hypnosis (Major)
Immortal (Major)
Immunity (Major) – Has a vampire's legendary immunity to injury
Indomitable
Infection – Rufus can create new vampire slaves with his bite
Obsession (Minor) – Blood
Psychic
Psychic Training
Telepathy
Tough
Vampire
Weakness (Minor) – Suffers a -2 penalty in the presence of holy objects and certain herbs
Weakness (Major) – As the scion of Raymond and Rohesia, Rufus will age to death if they are killed
Wealthy (Major)

TECH LEVEL: 5
STORY POINTS: 6

THE SCOURGE *(The Shadow of the Scourge)*

The Scourge are parasites from another universe. They originate on a higher dimensional plane and prey on the depression, doubt and despair of lesser beings. The Scourge's nature leads the unwary into their territory. Dabblers in the mystic arts often chance across the Scourge's tendrils, as do those who have fallen into their own depths of heartache. You could see the Scourge as a disease or symptoms of depression.

The Scourge have been preying on people forever. We've all felt their pull. When it's raining and it should be sunny. When we're alone and don't want to be. When civilisation and history seem just things left on the battlefield.

Humanity came to know the Scourge as demons, the Archdukes of Hell, because the geometry of their realm suggests the Inferno. They keep certain human souls there, those who have failed to escape their clutches. The Scourge are an index of human fear and desire. They've learned from the travellers they've chanced across to communicate at a level that humans read as a religious impulse, a verbal zap across the temporal lobes. People tend to do what the Scourge say because their voices scare or awe them into submission.

The Scourge know eight dimensions, rather than just the four of our reality. If they were ever to achieve full materialisation in our universe, they would be able to reach around walls, walk through time like it was space and reverse every decision, and explore and conquer the interior of human thought. The only rational thing for humanity to do would be to worship them as gods of despair and horror.

Our perception of the Scourge reveals them as giant insectoid beings, like huge praying mantises. To manifest in our reality, they have to gain possession of suitable hosts and mutate them into their monstrous forms. They have observed our universe and determined that humans would make an excellent primary source for their feeding.

A mark like a burn in the shape of a pentagram appears on the hands of those who fall under the influence of the Scourge. Anyone else who touches this mark is also vulnerable to Scourge infection. As the Scourge takes control, they begin to change, mutating into the Scourge form.

The Scourge feed off fear and despair. To bring their entire army through, they must create a crescendo of terror that will provide the Bridgehead Scourge with sufficient power to open a gateway between the dimensions, using an intermediary dimension as a stepping stone. The hive mind of the Scourge means that if the Bridgehead becomes trapped in the intermediary dimension, all Scourge will be similarly trapped in whichever reality they are.

The Scourge are seeking a point in time where they might be able to invade. Somewhere the right mixture of fuel, oxygen and spark come together. A hotel in Kent in 2003 offered one possibility, with the triple convergence of a cross-stitch convention, a demonstration of a time tracking experiment to potential investors and a meeting of a spiritual channeller and her clients. All of them desperate, lonely people.

SCOURGE

AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	7
INGENUITY	6	STRENGTH	7

SKILLS

Convince 5, Fighting 3, Knowledge 4, Science 4, Technology 3

TRAITS

Additional Limbs x2 (arms and legs)
Alien — Alien Appearance
Alien Senses – Temporal energy
Astral Projection – see *The Third Doctor Expanded Universe Sourcebook*
Dependency (Minor) – Fear and Despair: The Scourge feed on fear and despair to provide their mental strength. Anyone actively resisting them or their control must make a contest of Presence + Convince to deny them their feast. The Scourge have a +4 bonus in this contest, but their Resolve drops by 2(1/2/3) points if they lose.
Fear Factor 3
Feel the Turn of the Universe
Hypnosis (Major)
Infection – Anyone falling under their mental control gains their pentagram mark on their hand. Anyone else touching this must roll to see whether they are also infected by the Scourge.
Networked (Major) — Possess
Psychic — Tough
Vortex
Weakness (Minor) – Hive Mind: If one gets trapped while travelling between universes, they all do

TECH LEVEL: 9
STORY POINTS: 3-5

SENSOPATHS *(Infinite Requiem)*

In the far future, a race of people called the Sensopaths emerge as some of the most powerful psychics the Doctor has seen. A Sensopath has several bodies, each with its own mind but linked together by their integrated thought processes. Most Sensopaths chose to abandon their physical forms, but there is one who could not give up the pleasures that a purely spiritual experience would deny them. This Sensopath has three separate bodies, Shanstra, Jirenal and Kelzen. But something went wrong and the bonding of the three did not work.

This Sensopath trinity was incompatible with its own self. The relative youth of Kelzen meant that she was unable to control the vast reserves of energy that were now at her service, whereas Jirenal's uncertainty led him to rashness. But Shanstra was the most dangerous, having an evil thirst for power.

The trinity was condemned by its fellow Sensopaths and given a choice: total annihilation or an existence outside of time, to drift for eternity with only the unity of their minds for companionship. They chose the latter, but Shanstra scattered them throughout history. Lost and alone, Kelzen took refuge within the mind of an unborn child in London in the 1990s, but grew back to adulthood within minutes of being born. Jirenal found himself still in the far future and took control of another psychic race, the Pridka (see *L123*). And Shanstra found herself in 2387 on Gadrell Major, a human colony under attack from the Phractons (see *V166*), where her strength grew from the dark emotions she found there.

In their physical form, Sensopaths are around two metres tall, with high-boned, oval faces, too long to be comfortably attractive, and a nose that's little more than a fold of skin with two holes in it. Their hair is so dark as to seem to repel light. The most beautiful feature is the mouth. Its lips are full, forming a clownish stripe of red across the bottom of the face. Sensopaths are somehow beautiful and hideous at the same time.

Sensopaths are a highly telepathic species with a range of powers. For them, mental images and communication supersede all the conventional senses of experience. For a Sensopath, being shut off from its other minds is worse than being deaf and blind. Reuniting is a beautiful wash of emotion and love and faith. But they are emotional parasites and need to draw on the strong, negative emotions of others to power themselves. The stronger the emotions they can draw on, the stronger the Sensopaths become, reaching potentially godlike heights.

It is Shanstra's plan to reunite the trinity and control more and more minds. As the minds available to them reach the millions, then billions, they will be able to warp reality itself, making them godlike in power and beyond mere stats. All minds will become one with theirs in an Infinite Requiem being played for all eternity.

SENSOPATH

AWARENESS	5	PRESENCE	8
COORDINATION	4	RESOLVE	8
INGENUITY	5	STRENGTH	3

SKILLS

Convince 5, Knowledge 4, Subterfuge 3, Technology 3

TRAITS

Alien — Alien Appearance
Aura – Awful beauty and repulsion combined
Dependency (Minor) – Emotional Parasite: To feed their abilities, Sensopaths require access to negative emotions (fear, rage, jealousy) within the minds they control. For every ten minds containing such emotions and controlled by their Hypnosis, a Sensopath's Presence and Resolve are each increased by +1; a much greater number of minds with weaker emotions are needed for the same effect. But denied any negative emotions at all to feed on, their Presence and Resolve reduces at 1 point per hour to a minimum of 3. When both reach 3 points, the asterisked Traits temporarily fade away.
Empathic — Flight (Major)*
Networked (Major) — Hypnosis (Major)
Possess* — Psychic
Telekinesis* — Telepathy*
Thermokinesis* – By manipulating matter at a molecular level, a Sensopath can increase or decrease the heat of an object, causing effects such as freezing, melting or boiling, and causing damage equivalent to their Resolve
Vortex
Weakness (Major) – If any of the individual bodies of a Sensopath are killed, the others also die

TECH LEVEL: 9
STORY POINTS: 5-8

SHELDUKHER *(The Highest Science)*

Despite being the most wanted criminal in the galaxy in the 24th Century, Sheldukher's talent for disappearing from the scene of his atrocities is such that no two law enforcement agencies can agree on a description, and rumours abound as to his appearance from system to system. Face to face, the notion of such a nondescript little man wiping out entire systems for kicks seems risible. Perhaps it's just that somebody so intelligent, resourceful and mad simply doesn't need to mouth threats all the time.

Despite his murderous activities, Sheldukher has found that the answer to most of life's problems isn't killing per se, but inflicting pain. While murder, in all its delicious varieties, is enjoyable enough, it has always been a bit too final for his tastes. Pain is much more fun. When there's nobody else around and he is feeling bored, Sheldukher likes to slash himself across the chest with his little knife.

The first time Sheldukher inflicted pain, the experience had been so fresh and exciting. He had felt happy walking through the crowds in New Boston city centre the next morning, unusually stimulated for a child written off by his tutors as dull and unimaginative.

After his seventh birthday the next week, Sheldukher had never looked back. The educational psychologists assigned to his case had struggled to isolate the root cause of his perversions and had failed. A stable background, material security and a loving family were not factors renowned for producing psychopaths. What they had overlooked was the factor of boredom. For Sheldukher had quite simply been bored by the mediocrity of life in shopping malls and public bars.

Following the death of his parents in a tragic accident involving a threshing machine, Sheldukher had left Earth, never to return. His long quest for things to relieve the tedium had begun. Painful, violent, explosive, funny, gratifying things. It was a quest he has always known would reach its end on Sakkrat (see *L131*), the legendary lost planet, and the so-called Highest Science that its extinct inhabitants are supposed to have developed and used to wipe themselves out. Whatever the Highest Science is, Sheldukher wants it and he's prepared to go to extraordinary lengths to find it.

Having stolen the Cell (see *V110*), a genetic creation with extrasensory abilities, from the gene labs of Checkley's World, Sheldukher has put himself and a small group of people with useful talents into cryo-sleep aboard his ship. While the ship sails through space, the Cell has orders to scan the worlds they pass until it locates Sakkrat. The voyage has taken three hundred years.

Sheldukher's team are not all willing comrades. While his bodyguard Postine doesn't care what she's ordered to do, so long as she gets to kill people, the other two have been pressganged into Sheldukher's service. Klift and Rosheen are both expert criminals in their own right, but with less ambition. To ensure their loyalty, Sheldukher has injected them each with a small unit that, with the click of a button on Sheldukher's control device, will release into their bloodstream a chemical which will undo the effects of cryo-sleep, ageing them by years or decades as Sheldukher desires.

SHELDUKHER

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS
Athletics 2, Convince 4, Fighting 1, Knowledge 3, Marksman 3, Subterfuge 4, Survival 2, Technology 4, Transport 3

TRAITS
Arrogant
Eccentric (Major) – Psychotic
Face in the Crowd
Obsession (Major) – The Highest Science
Wanted (Major)

TECH LEVEL: 6

STORY POINTS: 10

SHENN *(Shadowmind)*

The Shenn are native to the planet Arden, where they live in nests and burrows. They have existed for thousands of years, individuals linked telepathically to one another to form a group intelligence. Each nest comprises a single group mind. The telepathic field is, however, limited, so an individual Shenn straying some distance from the nest is not very intelligent. In or near the nest, the Shenn are smart enough to create and use a kind of organic technology.

Physically, Shenn resemble a cross between miniature monkeys and upright bipedal rats. They are covered in brown fur and have a vestigial tail and five-fingered hands. Their heads are proportionally large for their bodies. They use the shells and carcasses of other animals for disguise and protection, and gradually evolved the principle until they learned to create duplicates of living forms, using the minds of the originals to animate them in a natural way. The exoform bodies thus created by the Shenn can impersonate even humans, being part human clone with additional components like organic plastics, plant sap, resin and vegetable fibres. They can also create partial duplicates, as they did when they built a particular human's head as a translation device so they could communicate with Arden's colonists. They use tame birds as messengers. One Shenn nest specializes in bioengineering flying transportation animals that resemble winged zeppelins. Their telepathic link can be extended across even astronomical distances thanks to hypergems, which resonate in subspace and are capable of instantaneous transmission across such distances.

Circa 2643 AD, the telepathic entity known as Umbra (see *V193*) made long-range contact with a nest of Shenn and manipulated it into helping it expand its own telepathic field. This nest started creating duplicate bodies for its use, and when humans from the planet Tairngire colonized Arden in 2670 AD, it saw an opportunity to expand its mind even more. The nest was directed to duplicate key humans, force others into slave labour to mine hypergems, and from there send duplicates on infiltration missions to Tairngire. This, of course, drew the attention of the Doctor, Ace (see *A39*) and Bernice Summerfield (see *A47*).

While those untouched by Umbra were wary of human colonists when they first arrived, and chose not to advertise their presence, those Shenn eventually discovered that Umbra's nest up in the mountains was up to no good and was following a "voice from the sky" onto a dark path. After Umbra was destroyed, the Shenn agreed to help the human colonists repair the damage to Arden, sharing their planet peacefully.

Shenn duplicates remain connected to the original through hypergem communication and act as they would normally, the Shenn only taking remote or direct control – as they may "ride" the duplicate unseen, from an internal cavity – if their agenda conflicts with the original brain, though the duplicate will not be aware that anything is unusual, even as it kills a friend, for example. The connection is such that Ace asked to be duplicated so she could fight the mountain-Shenn while her real body healed from wounds, retaining all those memories after the hypergems were deactivated. The death of a duplicate may cause the original to go into shock. In terms of game statistics, duplicates are identitical to the original copied.

SHENN

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	5	STRENGTH	2

SKILLS
Athletics 2, Craft 3, Knowledge 2, Medicine 4, Science 4 (AoE: Bioengineering), Subterfuge 4, Survival 4, Technology 4 (AoE: Bioengineering), Transport 2

TRAITS
Alien
Alien Appearance
Boffin
Enslaved (Mountain-Shenn only)
Networked – Special: When an individual Shenn is away from the nest and without the benefit of a hypergem, its Ingenuity drops to 1 and it loses all Skills save Athletics, Subterfuge and Survival, as well as the Boffin Trait
Psychic
Size: Tiny (Minor)

TECH LEVEL: 6

STORY POINTS: 1-2 (nest has access to 12)

THE SHEPHERD & THE SHEPHERDESS

(Persuasion, Daleks Among Us)

At the dying of an old, exhausted universe, its gods who guided the mortals in their mayfly lives prepared to leave to a newly born realm, as they have done countless times before. These gods, the Shepherd and the Shepherdess, intended to similarly guide the people of their new domain, to create a realm of beauty and harmony. But the Shepherdess tarried too long at the gate between universes, unwilling to abandon it until the very last second. When the pair arrived in our universe, it was already many billions of years old and had fallen into what they perceived as ruin. The Shepherd and Shepherdess manifested in Berlin in 1939, and the death and aggression they saw immediately began to corrupt them.

Initially existing only as insubstantial phantoms in our universe, the corruption soon clothed the Shepherd and Shepherdess in more fleshy forms, becoming visible to mortals. But their former beauty was eroded away, and their earthly bodies became ugly, their long flowing hair matted and filthy, their nails long and cracked, beset by grime and mould. Although still inspiring awe in all who see them, these former gods have become repulsive. The Germans who have seen them have named them "Struwwelpeter" after the character of Shock-Headed Peter in the cautionary tales of Heinrich Hoffman about a boy who refuses to cut or comb his hair or trim his nails, becoming a monster.

Although monstrous, the Shepherd and Shepherdess remain otherworldly. They float above the ground and speak in calm serene voices in an almost Shakespearean style, sometimes including rhyming couplets. Their physical forms are composed of unearthly matter not of this universe and is immune to damage. Despite their love of beauty and their claimed reluctance to kill, their current reduced state means that they are consumed by an insatiable hunger which can only be assuaged, temporarily, by draining the energy of mortals, reducing them to dust.

The most god-like aspect retained by the Struwwelpeters is the effect they have on the human mind. Their appearance, although corrupted by their time on Earth, is literally awe-inspiring. Many encounters with the Shepherd and Shepherdess are too much and end in physical collapse. When a mortal recovers, their memory of the encounter is usually only hazy, though a general impression of the Struwwelpeter is retained and haunts their dreams. Even audio and video recordings of the Struwwelpeters are too weak to hold them and they will self-destruct shortly after being made.

The Shepherd and Shepherdess have a plan to transform our world into a paradise and, by doing so, reverse their own corruption. In Berlin, they identified one mortal, Kurt Schalk (see *V149*), and infiltrated his dreams. They gave him the knowledge to be able to build a Persuasion Machine (see *G26*) capable of influencing minds and behaviours. With a network of these across the Earth, mankind will be theirs. After that, they will spread to other worlds, until the universe is a paradise under their benign rule. And with their own corruption reversed, the Stuwwelpeters would be gods once more, their powers magnified and unassailable.

STRUWWELPETER

AWARENESS	6	PRESENCE	7
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS

Convince 5, Craft 4, Knowledge 6, Science 4, Technology 4

TRAITS

Alien
Alien Appearance
Aura x3 – Awe and wonder (the Struwwelpeter has a +6 bonus)
Flight (Minor)
Hypnosis (Minor)
Immortal (Special)
Immunity – Immune to all physical damage while in our universe
Natural Weapon (Special) – Touch of Death: L(4/L/L) damage
Psychic
Special – Corruption: The Shepherd and Shepherdess have been corrupted by the impurity of Earth; in a purer environment, they will heal and their powers become truly god-like
Special – God-like Presence: The merest trace of the Shepherd and Shepherdess cannot be contained by Earthly means, memories fade and recordings self-destruct
Telepathy
Teleport

TECH LEVEL: 12

STORY POINTS: 8

SHIP *(Set Piece)*

Ship has no other name. It is just Ship. It was created by the humans of a colony at the edge of the galaxy in the very far future. If they gave it a name, it has been forgotten.

When their planet was going to be destroyed in a terrible disaster, the colonists created a computer. They wrapped an organic spacecraft, Ship, around it to take it away from the doomed world. The colonists' bodies were dying. Only their minds could be salvaged, so they uploaded them into the gestalt mind of Ship's computer. Many of them opted to remain behind, but the group mind wouldn't let them. Ship used its robotic servitors, the Ants (see *V98*), to drag them all on board and process them.

After Ship left the dying world, it fell into a space-time rift, one of many accidentally created by a primitive time machine built by Kadiatu Lethbridge-Stewart (see *A85*). It survived the experience and has since been using the rifts to jump across both time and space.

Ship is still trying to carry out its instructions to assimilate all the colonists. Unfortunately, it is interpreting that to mean all humans it encounters, and has extended that to cover all sentient lifeforms. Wherever Ship arrives, the Ants kidnap the locals and bring them aboard Ship where their minds are uploaded piecemeal to join the group mind. Naturally, this kills them. Some are kept alive to be used as slaves by Ship. But its ultimate aim is to process everyone who has ever lived.

Ship is gigantic, dwarfing most conventional spacecraft. It is also organic. It doesn't look much like a ship. Its shape is curvy and irregular, doughnut-shaped and alive. Its hull is formed of a dual layer of organic material that is close to indestructible. The interior is economical in design, the doughnut of the exterior sliced into sections: one computer room, one processing area, cold storage, a shuttle bay, the kitchen and storage areas. Everything is interconnected by short, low, narrow corridors designed for the Ants rather than human occupants. The walls and equipment look as if they are made of vegetable matter, grown rather than built.

At the very centre of Ship, rows of fleshy cryogenic capsules line the walls of cold storage where its living slaves are kept during Ship's voyages, curving away in a long wall, circling around a great shaft that stabs through the middle of Ship. In the centre of that shaft is a hideous, actinic light hanging in the air, a long line of energy threaded through the centre of the craft. It is the energy that powers Ship, drawn from the Vortex itself.

In Ship's laboratory, organic machines made from a fusion of human and Ship flesh are grown on vines. Many of them are intended to be grafted onto a human user, either on a temporary or permanent basis. Communication devices resembling lumpy fruit; crab-like hoppers for short transdimensional hops; seekers to locate a target. They are the results of technology stolen from the minds of all those captured by the Ants and processed by Ship.

Processing is carried out by the Leech, a curved piece of vegetable matter, like a courgette. Placed on the back of the neck, it stimulates each part of the subject's brain in turn. It records the response, converts it, and passes it on to the computer. That way, Ship gets not only memories, but also skills, thought patterns, sensory impressions. When it's finished, the Leech severs the brainstem.

SHIP
Armour: 15 **Hit Capacity:** 80 **Speed:** 20*

Traits: Data Storage, Fast Healing (Special), Scan, Transmit, Travel
Story Points: 10

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

SHIP'S COMPUTER

Attributes: Awareness 5, Coordination N/A, Ingenuity 4, Presence 2, Resolve 5, Strength N/A
Skills: Convince 3, Knowledge 3, Medicine 4, Science 4, Technology 5, Transport 6
Traits: Alien Organs (Special: The AI is part of the ship), By the Program, Machine, Networked (Major), Robot
Tech Level: 8
Story Points: 8

THE LEECH [Special Gadget]
Traits: Scan, Transmit, Zap (Major: automatically causes Lethal damage to the subject)
Cost: 4 points

THE SIN EATER *(An Alien Werewolf in London)*

The creature known as the Sin Eater by the Ferrat family (see *V129*), and nicknamed Arthur by the Doctor, does not remember her own name. In fact, very little about her origins is known, other than that she's an alien parasite who somehow made her way to Earth at least two centuries ago, maybe longer.

In her natural form, the Sin Eater has two arms, two legs and one head, but she's definitely alien. She has large black eyes, weird bat ears, a sort of sucker mouth like that of a leech, and no nose, just nostrils. Her skin is semi-transparent, like frosted glass.

Whatever her origin, the Sin Eater's undoing was to fall foul of the Ferrat family around two hundred years ago. The family are a clan of vampires, sometimes called by their old name, the Feratu, and descended from the Nosferatu of Eastern Europe in the Middle Ages. At the time, the heads of the family, the siblings Raymond and Rohesia Ferrat, had grown tired of their vampire existence. Although they appreciated the powers it gave them, they had begun to resent their monstrous nature and wanted to be able to walk in the sunlight and live as humans live. The Sin Eater provided them with the opportunity to do this.

The species that the Sin Eater is a member of is able to steal the forms of others. A painless bite from her sucker mouth enables her to assume the shape of her victim, becoming an identical copy. But more than this, the Sin Eater is a sponge for their personalities, and not only personalities but also their memories and even their natural abilities. She will become a complete new version of them, down to the finest detail.

The act of absorbing another being's abilities also removes them from that being. The victim loses all Alien Traits that they might have (apart from the purely physical ones such as Alien Appearance and Armour), plus any Special Traits the GM determines are lost. Sometimes, particularly if there is trauma involved (or a Disastrous result on the roll to resist the Sin Eater's attack), the transformation may result in both the Sin Eater and her victim losing their true memories. In this case, the Sin Eater will believe they are the person they have drained, while their victim gains the Amnesia (Major) Trait. The memories of both will begin to return within a few hours.

The Sin Eater can retain the shape and abilities of whoever they drain for several days, but the victim does not regain their lost Traits for up to a year, unless the Sin Eater chooses to reverse the process. So, for two hundred years, the Ferrat family have kept the Sin Eater a prisoner at Ferrat Hall, forcing her to drain the vampiric abilities of each of them during their annual reunion dinners. The Feratu are then free to live their lives as humans for another year, after which they need the services of the Sin Eater again.

After two centuries of imprisonment, the Sin Eater is a pathetic creature, full of self-pity and loneliness. She yearns for freedom.

SIN EATER

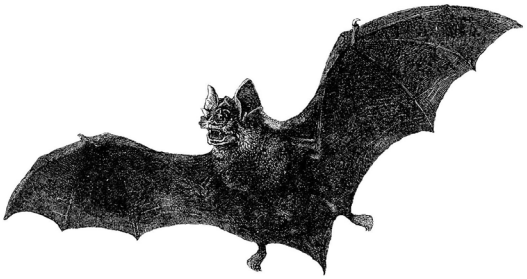
AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	2	STRENGTH	4

SKILLS
Athletics 2, Fighting 3, Subterfuge 4, Survival 4

TRAITS
Alien
Alien Appearance
Alien Senses – Artron Energy
Hypnosis (Major)
Natural Weapon (Special) – Sucker Mouth: Does no damage, but a successful bite allows the Sin Eater to make a contest of Presence + Resolve against her victim, to be able to use her Shapeshift and Personality Sponge abilities on them
Psychic
Shapeshift (Special)
Special – Personality Sponge: Acquires all Alien Traits and some Special Traits from the victim of her bite (see text for description)
Telepathy

TECH LEVEL: 6

STORY POINTS: 6



THE SIXTH DOCTOR *(Project: Lazarus)*

When the Seventh Doctor returned to the Forge's Alpha Facility on Dartmoor (see *The Sixth Doctor Expanded Universe Sourcebook*), he was astounded to meet his previous incarnation there. The Forge's deputy director, Nimrod, introduced the Sixth Doctor as his scientific advisor. He certainly seemed to be the real deal, with all the bombastic, overbearing bravado of ol' Sixie! Which is odd, because the Seventh Doctor can't remember ever working for the Forge.

The Seventh Doctor became more suspicious when his predecessor became evasive about the whereabouts of his TARDIS, saying that he had removed its time-vector generator to stop the ship from falling into Nimrod's hands, and it's now just an ordinary police box somewhere down in the secure storage bays. The Seventh Doctor's suspicions were all but confirmed when one of the Sixth's arms was severed during an alien incursion. Such trauma would normally have triggered a regeneration. But not in this case.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Sixth Doctor last visited the Forge's Alpha Facility, Nimrod took him prisoner. Whilst attempting to force the Doctor to regenerate, Nimrod took a blood sample and, although the Doctor managed to escape, the Forge's scientists used the sample to create a series of clones.

This Sixth Doctor believes that he is the third of three clones that the Forge created. The first died within seconds, his hearts giving out. The second survived a few days, until Nimrod slit his throat to see if he would regenerate. He didn't. The third was allowed to survive when it began to display some of the Doctor's natural abilities, such as his scientific reasoning and sense of humour. It amused Nimrod to appoint him as his scientific advisor, and to name and clothe him as the Doctor. But the cloning process wasn't perfect, and the Forge's scientists need to constantly stabilise his DNA to stop him from unravelling at the seams.

In reality, the clone that the Seventh Doctor met was just the latest in a long line of clones. Although he thinks that he is three years and four months old, he's actually only three days old. The clones are all very short lived, and any injuries they sustain accelerate their degeneration.

According to the Forge's records, for every "successful" clone they produce, there are ten mutated versions kept for tissue experimentation and left to die in secure containment in the base's lower levels. As each "successful" clone breaks down, a new tissue sample is taken so that the next clone wakes up with his predecessor's memories intact.

Despite his shortcomings as a Time Lord, the clone demonstrated himself to be a perfect mimic of both the Seventh Doctor and Nimrod (by spending 1 Story Point). The latter skill is particularly useful as the clone also knows most of Nimrod's access codes.

THE SIXTH DOCTOR

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	7	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft 2, Fighting 3, Knowledge 4, Marksman 2, Medicine 3, Science 5, Subterfuge 4, Survival 2, Technology 4, Transport 4

TRAITS
Argumentative
Boffin
Clone
Distinctive
Eccentric
Feel the Turn of the Universe
Hypnosis (Minor)
Impulsive
Indomitable
Insatiable Curiosity
Loud
Psychic
Sesquipedalian
Technically Adept
Time Lord – but cannot regenerate
Time Traveller (All)
Vortex
Weakness (Special) – The clones have very limited lifespans. When a clone is created, roll D6: 1 = it will live for D6x10 minutes; 2 = D6x4 hours; 3-6 = D6 days.

TECH LEVEL: 10

STORY POINTS: 6

THE SKRAK *(Death and Diplomacy)*

The Skrak are the subjects of a kind of bootstrap principle, and when the Doctor encountered them in the Dagellan Cluster in the early 20th Century, he speculated that they had only existed for around twenty years. That and the relationship between the ratty little Skrak and the mindless, pale Otherlings who waver and loom without ever quite becoming distinct, reminded the Doctor of a similar kind of arrangement back home.

On Gallifrey, the fallout from early intertemporal experiments resulted in the parasitic symbiosis of extradimensional creatures and mammalian rat-vermin, their life-cycles looping back on each other in an accelerated process of macro-bootstrapping, reliving the same few weeks of time over and over again, simply existing because they do. The fact of living in a self-enclosed temporal gerbil-cage, as it were, seemed to drive them half mad with frenzy and paranoia. But such a process on any larger scale surely couldn't be sustainable. And yet, here are the Skrak, doubtless the by-product of a similar kind of temporal tinkering that has linked the rat-creatures with a race of extradimensional, pale, slimy, clawed and tentacled entities known only as the Otherlings.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

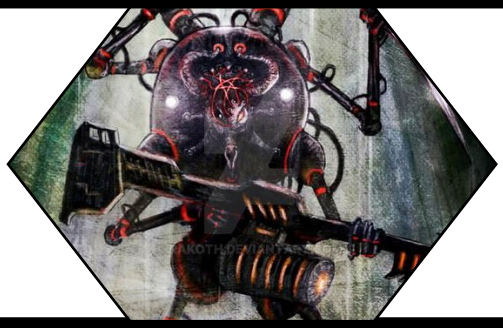
The Mighty Leader of All Skrak has been pursuing an audacious plan. Beneath the citadel of the Skrak on the planet Moriel, he has constructed a temporal manipulation unit that allows him to project images into the past. The images the Mighty Leader is transmitting are those of the Hollow Gods, vast, grey, insubstantial figures standing miles into the sky on every occupied planet in the Dagellan Cluster (see *L93*). The Hollow Gods have been worshipped and feared for thousands of years, and are reputed to have destroyed entire star systems. But they are a fiction created by the Mighty Leader to extend the belief in the Hollow Gods further and further back through time, to allow the Skrak to secretly control the Three Empires of the Dagellan Cluster.

Using the Hollow Gods, the Skrak have accelerated the development of the Three Empires, bringing them to the point of catastrophic war. When the Three Empires destroy each other, the Skrak will salvage their technology and become the most powerful force in the cosmos.

The Mighty Leader of All Skrak constructed the temporal manipulation unit that underpins his plan from components he and his people found when they first arrived on Moriel twenty years ago. And it is the same temporal manipulation unit that has allowed the Skrak subsequently to scavenge and locate the precise components needed, to leave for the Skrak to find so that the Mighty Leader could cause it to be built in the first place. A bootstrap paradox: without having built the unit, the Skrak would not be able to build the unit, and the Skrak are thus trapped in a causal loop outside of which they don't actually exist.

The Skrak are small rat-like creatures with three eyes. They use mechanetic technology, which is common throughout the Dagellan Cluster. To compensate for their small stature, Skrak use mechanetic arms for greater reach and strength, hydraulic feet for speed, and rolling mechanetic conveyance mats that raise them to roughly human height. They also build powerful clockwork automata and control captured soldiers by inserting implants into their brains. The Mighty Leader has also learned how to control the monstrous Otherlings by means of a complex, high-

SKRAK



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	1

SKILLS
Athletics 2, Fighting 1, Marksman 2, Subterfuge 3, Survival 3, Technology 3, Transport 1

TRAITS
Alien
Alien Appearance
Size – Tiny (Minor)

EQUIPMENT
Blaster Pistol: S(S/S/S) or 4(2/4/6) damage

TECH LEVEL: 6
STORY POINTS: 3-5

THE MIGHTY LEADER OF ALL SKRAK

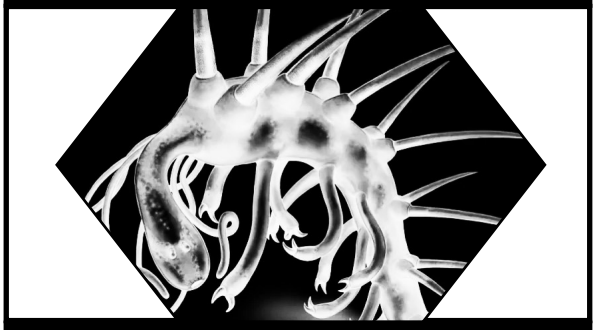
The Mighty Leader has the following adjustments to standard Skrak stats:

Attributes: Increase Ingenuity to 5 and Presence to 4
Skills: Add Convince 3 and increase Technology to 4
Traits: Add Boffin, Technically Adept
Story Points: 6

pitched and polyphonic trilling. Without specific instructions, the Otherlings just mill around mindlessly.

Without the Mighty Leader to direct them, the Skrak are a fairly uninspired and uninspiring bunch of little threat to anyone.

OTHERLING



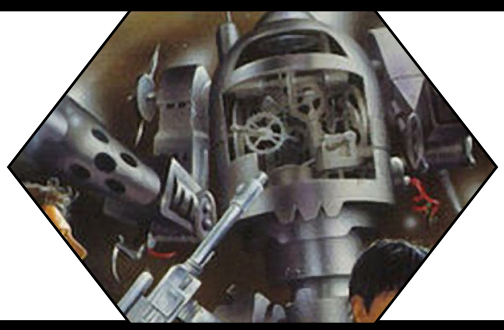
AWARENESS	2	PRESENCE	N/A
COORDINATION	3	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	6

SKILLS
Athletics 2, Fighting 4

TRAITS
Additional Limbs x2 (tentacles/arms)
Alien
Alien Appearance
Fear Factor 1
Enslaved
Natural Weapon (Minor) – Claws & Tentacles: Strength +2 damage
Tough

TECH LEVEL: 6
STORY POINTS: 1-2

SKRAK AUTOMATON



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 2, Fighting 2, Marksman 3

TRAITS
Armour (5 points)
By the Program
Environmental (Minor) – Does not breathe
Natural Weapon (Minor) – Mechanetic Claw: Strength +2 damage
Natural Weapon (Major) – Blaster Arm: 7(3/7/10) damage
Robot

TECH LEVEL: 6
STORY POINTS: 1-2

SKRAK MECHANETIC DEVICES

MECHANETIC ARMS [Minor Gadget]
Traits: Augment (Minor: +1 Coordination, +1 Strength), Restriction – Only for use of arms
Cost: 1 point

HYDRAULIC LEGS [Minor Gadget]
Traits: Fast (Minor)
Cost: 1 point

CONVEYANCE MAT
Armour: 2 **Hit Capacity:** 5 **Speed:** 4
Traits: Travel
Story Points: 1

SLOATHES *(Sky Pirates!, Happy Endings)*

The Sloathes live beneath the surface of a world known only as Planet X within the micro-universe that is the System (see *L146*). They are rabidly acquisitive creatures. The tunnels and caverns that they inhabit are filled to bursting with all the booty they have taken from everyone else in the System. All of it is clotted with the foul ichor that the Sloathes exude.

Sloathes begin life as spores and exist in a continual state of growth, feeding upon the slime exuded by the larger and, voraciously, upon the bodies of the smaller. They only become self-aware at the size of a large dog. It is only at this point that they achieve some form of status amongst themselves. And to these larger Sloathes, the smaller creatures eating and being eaten around them are no more worthy of attention than an insect is to a human.

Sloathes are metamorphic creatures, their skeletons telescopic, enclosed by unstable flesh the consistency of boiling mud, skinned by muscle and chitinous platelets. In repose, they resemble soft and scaly obloids, but each carries within it a wide assortment of limbs, sensory organs and manipulatory appendages, and can assume a multiplicity of forms more or less at will.

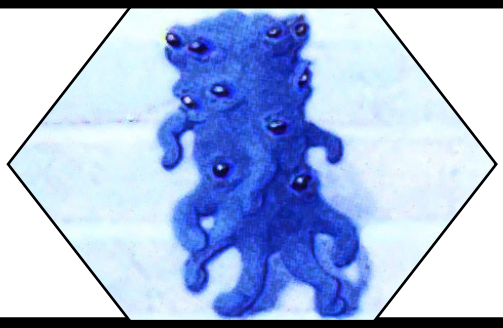
Sloathes are mimics by nature. Their assumed shapes and forms of expression tend to derive from cursory observation of other creatures that live beneath Planet X's surface. Quasi-cobras, pseudo-gila, rat-things and a myriad other forms. Sloathes copy these as they continually transform themselves. A claw here, a ravening maw there. Whatever they need in order to achieve their current, transitory desires. Similarly, their behaviour takes on aspects of those around them, and they may be capable of becoming far more complex beings.

Sloathes do not conceive of anything other than themselves as truly alive, and consider it presumptuous that certain things go around walking and talking as if they are. They also have a bizarre grasp of vocabulary and grammar, for example referring to anything remotely human along the lines of "pretend-move monkey-things", or demanding something with "Is want aesthetically type pleasing thing here right now!"

Those Sloathes who are born deformed – perhaps with skins which lack pigmentation or are too thick for metamorphosis – are fed until they achieve massive proportions. At which point, they are killed, gutted and converted into gasbag-like ships for the Sloathe fleet.

The supreme ruler of the Sloathes, and thus, in the minds of Sloathes the whole planet over, the absolute and supreme ruler of the entire universe, is the Most Elevated and Puissant Kraator Xem. Kraator Xem is so large that tubes of extruded tissue snake from what we can charitably call its head to other chambers which are full to bursting with its alien flesh and scale.

SLOATHE



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	5

SKILLS
Athletics 4, Convince 2, Fighting 3, Knowledge 1, Marksman 2, Survival 3, Technology 3

TRAITS
Alien
Alien Appearance
Additional Limbs x3 – Can extrude additional arms or legs as needed
Alien Organs (Minor)
Eccentric (Major) – Ridiculous speech patterns
Fear Factor 1
Fast Healing (Major)
Impulsive
Natural Weapons (Minor) – Force-evolved weaponry: Strength +2 damage
Obsession (Major) – Acquiring things
Quick Reflexes
Size – Some Sloathes have Size, either Tiny (Minor) or Huge (Minor or Major), with appropriate adjustments to stats
Tough

TECH LEVEL: 5

STORY POINTS: 3-5

The striking similarities between the Sloathes of the System and the Collectors of our universe (see *The Fourth Doctor Expanded Universe Sourcebook*) are such that it is almost certain that the two species are related. It is a matter of speculation, but perhaps the Sloathes are merely descendants of a group of Collectors which somehow managed to access the System and became trapped there.

STELLAR AMMONITES *(The Shadow Heart)*

Stellar ammonites, often referred to as "space snails", are a species of gigantic gastropods which, in the wild, drift from planet to planet under their own power. They have the natural ability to launch themselves into space from a planet's surface, and are capable of surviving in deep space for extended (indeed indefinite) periods. Their orangey-grey hide is tough enough to withstand the rigours of both a launch from and re-entry into a planetary atmosphere.

In appearance, as their name suggests, they resemble something like a cross between a snail and a marine ammonite of the type extinct on Earth since the end of the Cretaceous Period, but on a much larger scale. Some grow to the size of a lunar shuttle. These larger specimens are often used by snailers, humans who fit stellar ammonites out with a control cabin, often implanted in the ammonite's stomach and accessed via a catheter hatch, plus an anti-matter warp drive and various items of technological equipment.

Snailers are usually an unscrupulous bunch, often involved in the salvage trade, searching through derelict spacecraft and towing away anything of value they find. Stellar ammonites are a cost-effective means of space travel, and they have the additional advantage to snailers of being able to drag large loads of valuable scrap in the "snail trail" they leave behind them, an electromagnetic slipstream that shines like a diamond chandelier in space.

Stellar ammonites are normally extremely placid and are very loyal. In fact, snailers often say that there's no creature more loyal than a space snail. They also have very good memories, so if you treat them well or do them a good turn, they don't forget. Although they are incapable of speech, a stellar ammonite's condition and emotions can usually be determined by the sounds they make, from gurgling groans and friendly rasps to less contented moans and whimpers. Within the control room in the snail's stomach, in addition to the usual hum of air conditioning and bleeping of computers, there is a constant background comprised of all manner of digestive glugging sounds, reminiscent of a radiator in need of bleeding.

As space snails are living creatures, they can't just be expected to shoot into the air at the push of a button. Their pilots need to apply a gentle hand and coax them. Of course, there are those owners who are less concerned about the welfare of their transport and install controls which can stimulate the pain centres in a space snail's cerebral cortex, forcing them to obey their commands.

STELLAR AMMONITE

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	16

SKILLS
Athletics 1, Survival 2

TRAITS
Alien
Alien Appearance
Armour (hide 6 points; shell 10 points)
Environmental (Minor) – Able to survive in deep space and warp space
Fast Healing (Major)
Flight (Major) – Including in space
Immunity – Heat
Scan
Size (Major) – Huge
Special – Electromagnetic Slipstream: A stellar ammonite can drag up to ten times its weight in tonnes through space in its EM slipstream
Special – Warp Drive: A stellar ammonite fitted with a warp drive can jump interstellar distances through space
Transport

TECH LEVEL: N/A

STORY POINTS: 2-4

TUTMOSIS *(The Eye of Horus)*

Tutmosis was the son of the Pharaoh Thutmose II, who ruled Egypt in the 15th Century BCE. His mother was one of Pharaoh's concubines. Tutmosis was only a few years old when his father died and he ascended the throne as Thutmose III. But the child's reign was short-lived as his step-mother Hatshepsut soon set him aside and became King of Upper and Lower Egypt in his place as one of the very few female pharaohs.

Hatshepsut (see *A73*) believed that Tutmosis was too young to rule and followed the suggestions of her advisor Senenmut in assuming the throne. But it was a benevolent coup and Tutmosis has grown up as Prince of Egypt, with the promise that Hatshepsut will step aside once she has achieved her great plan for Egypt. Tutmosis has been happy with his place and loyal to his step-mother. He considers that she has treated him with honour. He is now a young man and behaves like many young men who have a lot of money and a lot of free time, drinking and partying.

But there is a serpent out in the sands who seeks to drive a wedge between Tutmosis and his step-mother. A ragged old man calling himself Sutekh has appeared to Tutmosis in the desert, using silky tones to urge the Prince to conspire against Hatshepsut. Tutmosis is afraid that Sutekh is indeed the ancient god returned to Egypt and listens when the old man predicts that the Prince will become King tomorrow.

Although he fears the words of a god, Tutmosis does not initially believe Sutekh's claims that Hatshepsut is plotting to send him away and have him killed. But half-heard conversations in the court begin to make him think otherwise.

As Tutmosis' mind is twisted against Hatshepsut and he sees proof of Sutekh's powers, he realises that he need not wait for his step-mother to willingly step aside perhaps years into the future. Tutmosis now believes that Egypt should rule the world by means of its military might and no longer follow the path of peace and appeasement that Hatshepsut and her advisor Senenmut have led it down.

All too soon, Tutmosis will be ready to open the gates of the city to Sutekh, to invite him in and assume command. When he is King Thutmose III, he will put Egypt's former allies and trading partners to the sword in the name of Sutekh. And he will erase Hatshepsut from history, ordering his masons to remove her name from the monuments she has built. Rather than being immortal, he intends that Hatshepsut will be forgotten forever!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although Tutmosis achieves his aims and Hatshepsut is deposed, the Doctor knows that he will actually turn out to be a good ruler. Sutekh corrupts the psychic field that the Doctor has constructed in the form of the obelisks that Hatshepsut has had built, and steps through the gateway they create and into the future. Left behind and beyond Sutekh's influence, Tutmosis will do a lot of the right things for his people, though not necessarily for the right reasons.

TUTMOSIS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Fighting 2, Knowledge 1, Marksman 2, Survival 1

TRAITS
Attractive
Authority (Major)
Wealthy (Major)

TECH LEVEL: 2

STORY POINTS: 8

TZUN *(1st in First Frontier)*

The Tzun are one of a number of alien races which resemble the Greys from classic UFO mythology, in one of their forms at least. In their original forms though, they look almost human. The Tzun are from the planet S'Arl and established an empire known as the Tzun Confederacy, conquering other races and genetically assimilating their DNA. The Tzun are highly proficient warriors. In fact, the Doctor once referred to them as "genetic warriors". They respect the races that they defeat and live peacefully alongside those whose DNA they have assimilated.

Twenty-five thousand years ago, the Tzun spread out from S'Arl into space. They fought a war against the fungoid Darklings of the planet Yuggoth. Although the Tzun were victorious, their DNA was corrupted by the Darklings' genetic weapons and they were left with a fragile genome. Over the following centuries the Tzun sought a way to heal their dying race, and perfected genetic engineering to an almost legendary degree. They developed techniques to genetically integrate conquered races into the Tzun and even to create separate Tzun sub-species, the S'Raph and the Ph'Sor. The Tzun are also masters of memory manipulation.

Pure-blood Tzun are similar in appearance to humans and have undergone minimal genetic modification. They have compressed lungs and their blood has been replaced with an artificial polymer which acts as a shock absorber. They do not need to sleep or excrete, recycling their own body waste. The Tzun homeworld's sun is strong in the blue spectrum, so they have excellent night vision but are blinded by our Sun's daylight. Tzun are extremely long-lived, with a lifespan of several thousand years, but they are not immortal. Three pure-blood Tzun usually accompany any major mission.

S'Raph are pure-blood Tzun which have been genetically modified to be more efficient starship crew, and are the most commonly encountered type of Tzun. These are the classic Greys: they are 3-4 feet tall, have grey skin, large heads and pure black eyes. They have been enhanced to see into the ultraviolet and infrared ends of the spectrum, and to withstand the stresses of rapid acceleration and high pressure. Like their pure-blood brethren, they do not need to sleep or excrete, recycling their own body waste. S'Raph are able to access the memories of their ancestors, passed down to them in their RNA.

Ph'Sor are Tzun hybrids, the result of Tzun DNA being combined with that of a subject race. Unless further genetically modified, Ph'Sor will outwardly appear to be members of the subject race and would usually have the same stats as for that race. But they will be loyal to the Tzun cause. The lifespan of Ph'Sor is considerably shorter than that of pure-bred Tzun, usually the same as that of the subject race. They are initially used by the Tzun as infiltrators and spies in a target civilisation, and are also the end result of the genetic assimilation of that race into the Tzun, with the weaker Tzun genome strengthened by the alien one. A number of Ph'Sor sleeper agents are present on Earth. After the Tzun Confederacy lost interest in the Earth as a target for assimilation in the late 20th Century, some Ph'Sor were recruited as agents by the Chinese army.

In 2172, the Tzun Confederacy attacked Veltroch, home planet of the Veltrochni (see *The Second Doctor Expanded Universe Sourcebook*). Although the invasion was initially successful, the Veltrochni fought back and drove the Tzun from their world. They

PURE-BLOOD TZUN

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 1, Fighting 4, Knowledge 3, Marksman 5, Medicine 3, Science 4 (AoE: Genetics), Technology 3

TRAITS
Alien
Alien Senses – Sensitive to the blue spectrum and has excellent night vision
Environmental (Minor) – Does not need to sleep, does not excrete waste and can survive rapid acceleration and high pressure environments with no ill effects
Weakness (Minor) – Blinded by light from a sun of the same type as ours
Weakness (Minor) – Tzun have corrupted DNA and a fragile genome. They are particularly vulnerable to genetic attacks, having -4 to resist anything affecting their DNA.

EQUIPMENT
Phased Plasma Rifle: L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 4-6

then pursued the Tzun across space, destroying many of their colony worlds, rendering S'Arl uninhabitable and annihilating the Tzun fleet. The Confederacy was destroyed and the Tzun themselves were scattered, with many isolated colonies left without spaceflight capability. Without access to their genetic technology and the capability of conquering and assimilating other races, the pure-blood Tzun and the S'Raph were unable to reproduce and were therefore condemned to a slow descent towards extinction. However, Tzun are extremely long-lived and the last-known surviving S'Raph, an assassin known as Sha'ol, survived at least to the year 5595 (see *The Sixth Doctor Expanded Universe Sourcebook*).

Tzun ships are called Stormblades. These are blade-shaped craft a mile or more in length with graviton shielding and hulls made of an extremely tough substance known as terrulian, which can be programmed to act like a single molecule. Although most Stormblades were reduced to slag by the Veltrochni, the Fifth Doctor encountered a derelict over five miles long still drifting through space in the late 24th Century (see *The Fifth Doctor Expanded Universe Sourcebook*). Tzun scout ships are smaller, disc-shaped craft, the classic flying saucers. Tzun ships use gravitron pulse drives to ride gravity waves, though they can be disrupted by gravimetric anomalies

TZUN SCOUT SHIP
Armour: 10 **Hit Capacity:** 25 **Speed:** 15*

Traits: Invisible (Major: Camouflage field), Scan, Transmit, Travel, Vortex (graviton jump)
Weapons: Phased Plasma Cannon – 20(10/20/30)
Story Points: 12

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

S'RAPH TZUN

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 1, Fighting 3, Knowledge 3, Marksman 5, Medicine 2, Science 3 (AoE: Genetics), Technology 3, Transport 4 (AoE: Spacecraft)

TRAITS
Alien
Alien Appearance
Alien Senses – Can see into the infrared and ultraviolet
Environmental (Minor) – Does not need to sleep, does not excrete waste and can survive rapid acceleration and high pressure environments with no ill effects
Quick Reflexes
Sense of Direction
Special – Ancestral Memory: S'Raph can access the memories of their ancestors as if they are their own memories. They have a +4 bonus on all Knowledge rolls involving Tzun history and culture.
Weakness (Minor) – S'Raph Tzun have corrupted DNA and a fragile genome. They are particularly vulnerable to genetic attacks, having -4 to resist anything affecting their DNA.

EQUIPMENT
Phased Plasma Rifle: L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 2-4

ULLA *(The Moons of Vulpana)*

During the time that the Doctor took Mags to visit her home planet of Vulpana during the Golden Millennium (see *L156*) thousands of years in her past, Lady Ulla was the matriarch of the House of Benja of the Pack of the Second Moon. Like all her people, she is a werewolf, though that term is considered offensive on Vulpana at this time. Lycanthrope is much better.

Ulla has three sons. The eldest, Issak, is loyal and brave. He is also the largest and strongest of the brothers and is the natural alpha male. The youngest is Tob. Tob is more handsome and is usually better groomed. Although not the alpha, Tob constantly vies for that position, growling and snapping at Issak and challenging him to fight.

Then there is the middle son, Jaks (see *V144*), her runt and the omega of the litter. Ulla doesn't hold him in very high regard. Jaks is clever, but perhaps a little too clever, she thinks. Ulla believes that thinking is better left to the females, something for them to do while the males howl at the moons and fight each other.

This is typical of Lady Ulla, who holds very traditional views. Jaks thinks of her as a relic of another age, but that is nothing to Ulla. She is proud of the Vulpanan heritage and of the social structure which has placed her at the head of one of the ruling families. The rituals that come with that, such as the Moon Day Festival, when the criminals of the mongrel serf classes are hunted through the forest, are all important parts of their traditions, ones which must be preserved.

Ulla's main concern these days is to find suitable brides for her sons. Purebloods of the royal families have been fewer in every generation, whereas the mongrel half-breeds are growing in number. Ulla has vowed that the House of the Second Moon will not fall easily. She will fight tooth and claw to defend their heritage and to find a pureblood wife for at least one of them. When it comes to marriage, she knows her sons will do their duty by their House. After all, pure breeding is of the utmost importance in these mongrel times!

Ulla rules over Castle Benja, where only purebloods are allowed upstairs, and the half-breeds are useful only as servants and serfs. She knows every high-born she-wolf on Vulpana and is proud that the females guard the old traditions more fiercely than any male. You should hear the way they snap and sneer at omegas!

Ulla will defend her family and the old traditions to the death. She will be horrified to discover the truth about Jaks' secret activities and the changes that he has in store for Vulpana.

ULLA

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 4, Fighting 3, Knowledge 2, Survival 1

TRAITS
Alien
Authority (Minor) – Matriarch of the House of Benja
Code of Conduct (Major) – The old traditions
Impaired Senses (Minor) – Like most Vulpanan werewolves of her time, Ulla is colour-blind and struggles with the colour blue
Noble
Silver Spoon
Sense of Direction
Werewolf

In werewolf form, Ulla gains the following Traits:
Alien Appearance
Fast (Major)
Fear Factor 2
Frenzy
Natural Weapons (Minor) – Claws and Teeth: Strength +2 damage
Quick Reflexes
Tough

TECH LEVEL: 3

STORY POINTS: 6

UMBRA *(Shadowmind)*

The being known as Umbra was created when a comet in Arden's system came unusually close to an asteroid at a gravitationally stable L4 point, sixty degrees ahead of Arden in its orbit and equidistant from Arden and its sun. This resulted in the asteroid being rotationally locked to the sun and covered in unusual carbon deposits and other trace impurities. Because one hemisphere of the asteroid was always light and the other always dark, current was able to flow through a semi-conductive medium due to the thermocouple effect, which created an analogue of a neural cell… a cell which started to reproduce. The neural net spread out until it covered the asteroid, but then discovered it couldn't grow any further.

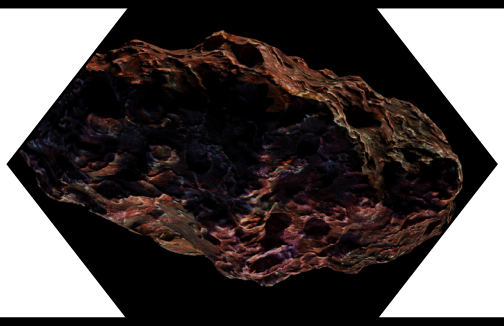
So around 2643 AD, it reached out telepathically to Arden and took control of a Mountain-Shenn nest (see *V180*), directing them to use their bioengineering techniques to build bodies for its use. When humans from the planet Tairngire colonized Arden in 2670 AD, it recognized an opportunity to expand its mind even more. The nest was directed to duplicate key humans, force others into slave labour to mine for hypergems which could be used to extend the Shenn's telepathic link to their creations, and from there send duplicates on infiltration missions to Tairngire. It took the name Umbra from the language of the humans.

Umbra could telepathically control carbon to create mobile, shape-changing, versatile "shadowforms" either grown from seeds – such as those secretly sown on Tairngire by infiltrators – or inside large black kilns built by slave labour. These forms could fire pizoelectric bolts at their opponents. Umbra also shaped one into a black ship, incorporating elements from the colonists' space station that was capable of fighting fleet ships. It therefore directed the Shenn not only to build the necessary kilns, but also burn trees to create more carbon. As it grew in power, Umbra gained the ability to manipulate human minds as well, if in proximity to its asteroid core.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But despite its powers and abilities, Umbra is still very much an adolescent that has developed in isolation. It is greedy, petulant and immature, regarding other life as unimportant and wanting only to grow. The Doctor gave it a chance, asking it to limit its growth until it can learn to co-exist with others, but it refuses, forcing the Doctor's hand. He is able to stop Umbra by blocking the sunlight the asteroid was normally bathed in, rendering it catatonic, and as the photoelectric reaction comes to a stop, destroying its consciousness. Cut off from the core intelligence, all its shadow forms collapse into soot and the Mountain-Shenn are freed from its control.

UMBRA



AWARENESS	3	PRESENCE	4
COORDINATION	N/A	RESOLVE	3
INGENUITY	3	STRENGTH	N/A

SKILLS
Convince 1, Knowledge 2, Subterfuge 4, Survival 4

TRAITS
Alien
Eccentric (Major) – Acts like a petulant teenager
Hypnosis (Special) – Umbra can extend its mind to take control of people at close range, but that range extends to within its star system if trying to dominate beings with the Psychic Trait
Immaterial – Umbra is pure consciousness, but still centred on its home asteroid
Obsession (Major) – Its own growth
Psychic
Selfish
Telepathy
Weakness (Major) – If cut off from solar power, Umbra goes into a catatonic state and soon dies

TECH LEVEL: N/A
STORY POINTS: 8

SHADOWFORM

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 2, Resolve 2, Strength 4
Skills: Fighting 3, Marksman 3, Subterfuge 2
Traits: Alien, Alien Appearance, Enslaved, Flight (Minor), Natural Weapons (Major) – Pizoelectric bolt: 3(3/L/L), Networked, Shapeshift (Minor)

VARRON *(The Monsters of Gokroth)*

Varron is a galactic travelling showman of the very worst kind. He takes his show from world to world entertaining the crowds with his performing menagerie. But his menagerie consists of all manner of exotic lifeforms, many of them sentient, who have been enhanced with cybernetic armour and implants to make them stronger and more athletic. They even have brain implants which enables Varron to control them. At the touch of a button on his little control device, he can make them jump and dance and fight for the amusement of his audience. He's only in it for the money and has no conscience about how he makes it.

As a result, Varron is always on the lookout for something new to bring a bit more variety to his act. He was attracted to Gokroth (see *L102*) by the message in a distress signal warning of monsters roaming the forests. He was also interested in acquiring Mags (see *The Seventh Doctor Sourcebook*) when he learned of her lycanthropic talents.

Varron claims that his creatures have been collected from the darkest regions of the Hundred Systems, and that he risked life and limb to capture and tame them. When not performing, they are kept cages in the trailer of his futuristic circus truck that he uses after making planetfall to transport them all to their pitch. Varron's creatures are normally kept subdued until he needs them, at which point he will revive them with a flick of a switch. The control device causes the cybernetic implants to inflict pain on the creatures, so they bear no love for him. But the implants force their obedience and they must endure a wretched existence. They cannot even speak unless Varron allows it, only emitting a flow of electronically distorted grunts when they exert themselves.

The implants in his creatures are not just cybernetic controls. Varron has weaponised them and their touch can discharge a powerful electric shock, enough to stun most opponents and even kill if necessary. If he needs it, Varron has an army at his disposal, one that is totally obedient to his commands.

Varron is very reticent about where is actually acquired the cybernetic technology. He often claims to have developed it himself. But it's more likely that he acquired it through other means during his doubtless colourful career.

For personal protection, and to add a bit of flair to his performance, Varron sometimes carries an electro-lasso. It's a handy restraint which he claims to have used for wrangling all manner of beasts. Its plasma-charge encourages cooperation rather than inflicting any real damage. But like most of Varron's gadgets, including the control device for his creatures, it relies on a power relay from his ship. If that were to be disabled, Varron would lose control over his exhibits and his electro-lasso would be useless.

VARRON

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Craft (Showmanship) 3, Fighting 1, Marksman 2, Subterfuge 3, Survival 3, Technology 4, Transport 3

TRAITS
Selfish

EQUIPMENT
Electro-Lasso: S(S/S/4) damage plus Entrap (Major); has 2 metre range but requires power relayed from Varron's ship
Control Device [Traits: Hypnosis (Major), Dependency (on power relayed from his ship), Restriction – only those fitted with Varron's control implants). Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 8

VARRON'S CREATURES

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 2, Strength 5
Skills: Athletics 3, Fighting 3
Traits: Alien, Alien Appearance, Armour (5 points), Cyborg, Enslaved, Natural Weapon (Minor: Electrical Grasp – Strength +2 damage)
Tech Level: 7
Story Points: 1-2

VASSA *(Big Blue Book)*

St Matthews University in Liverpool may boast one of the best Egyptology departments on 1990s Earth, but its bell-tower contains a very odd library. Officially, it's closed for restoration. But in the stairwell beyond the entrance, there's a plain wooden door which opens onto an impossibly huge series of rooms lined with shelves of books. The books nearer the door are blank and coverless; those further in have covers like skin, or in some cases fur or scales.

The librarian is a bizarre creature, a diminutive and decidedly eccentric old lady like a little elf, wearing white gloves. This is Vassa, who rambles away to herself in an excited and often melodramatic way.

At the time that Ace (see *A39*) and Benny (see *A47*) were left to their own devices in Liverpool by the Doctor, there were a high number of disappearances among the university staff and students. It transpired that each victim had been given an "invitation", a token like a metal disc that compelled them to go to the library in the bell-tower. When they got there, Vassa would present them with one of the blank books, contact with which would burn them up and transfer their minds into it. The victim would be trapped in a mental network of pain with all the other captive minds screaming and wailing for help.

Vassa is a serial killer and kleptomaniac. She comes from a planet where intelligence is prized and can be converted into energy to use as fuel. Vassa was convicted of her crimes and sentenced to be burned into a book. In this form, criminal minds were used to power the planet.

But Vassa was somehow able to draw on the mental power of the other prisoners and use it to escape from her confinement and restore her body. She took control of the prison ship, since when she has gone from planet to planet, using the marker discs to lure fresh victims to be converted into the fuel to take the ship to the next world. So far, Vassa has collected 18,683 minds.

Vassa constantly wears white gloves as anyone touching the books will hear the screams of torment from the network of trapped minds. The oldest ones have burnt out and are dead; the more recent are in constant pain and many are insane. Vassa's accomplice, Lycurgus, is among them. In the ship's control room beyond the library is a rack in which books can be slotted to restore the minds and return them to their physical bodies.

The library is protected by what Vassa calls her book sentinels. They are small, flying robotic creatures armed with tongs that pinch and weapons that fire electrical zaps. They constantly call out instructions and warnings in electronic voices.

Anyone who has one of Vassa's marker discs and who then touches one of her blank books with their bare skin must make a Difficulty 15 Presence + Resolve roll to avoid being burned into the book and becoming part of the network. Once within the matrix, additional rolls can be made at a cost of 1 Story Point each, but only a Fantastic result will restore the captive's mind and body.

VASSA

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	1

SKILLS
Convince 2, Fighting 1, Knowledge 2

TRAITS
Distinctive
Eccentric (Major)
Obsession (Major) – Kleptomania
Size – Tiny (Minor)
Wanted (Major)
Weakness (Minor) – Highly sensitive to loud noise, which inflicts a -2 penalty on all actions

EQUIPMENT
Marker Discs [Traits: Hypnosis (Major). Story Points: 2.]
Blank Books [Traits: Convert (Special: see text), Restriction – Victim must have a marker disc. Story Points: 4.]

TECH LEVEL: 7
STORY POINTS: 6

BOOK SENTINEL

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 2, Strength 1
Skills: Fighting 1, Marksman 2
Traits: Flight (Major), Natural Weapon (Minor: Pincers – Strength +1 damage), Natural Weapon (Major: Electrical Zap – 4(2/4/6) damage), Robot, Size – Tiny (Major)
Story Points: 1

VIENNA SALVATORI *(The Shadow Heart)*

In the far future, mankind has spread out among the stars, mixing with countless alien species along the way. Earth still has an empire and a space fleet that enforces its rule. But the universe that Vienna Salvatori operates in is very cosmopolitan.

Vienna is a mercenary and bounty hunter for hire. She has an American accent (to 21st-Century ears anyway) and is impossibly glamorous and alluring. Vienna is available to carry out assassinations, extractions and acquisitions – providing you are prepared to pay her fees. But she has one little rule. She's a professional killer, and nobody who hears her name can be allowed to live to tell the tale. But she's very careful who she says her name to, as not even she wants to leave a trail of corpses behind – unless she's being paid to do so.

Vienna receives her offers of employment in the form of assignment crystals, usually transmitted to her ship's AI computer. Even her employers only know her by whatever code name or pseudonym she's using at the time.

Vienna Salvatori is intelligent, highly trained and very resourceful. Very little is known about where she originally comes from and her life before becoming a mercenary. The Doctor first encountered Vienna when she had accepted an assignment to capture him alive. As it happens, Vienna double-crossed her employer in this case, as she had received a better offer from another party. Vienna's like that. Very professional, but flexible with her ethics.

Vienna backs up her personal skills with plenty of weapons and technology. She always carries an energy gun, plus a smaller one that can be secreted somewhere on her person as a back-up. If the circumstances are right, she will use an ice gun for her kills. An ice gun is literally that, a gun made of ice, or a chemical closely resembling ice. It's stable at body temperature, but run it under hot water and it melts away, destroying the incriminating evidence. Vienna sometimes uses a memory sifter linked to a neural imager to access the memories of her prisoners. To protect her own memories from similarly invasive interrogation, she occasionally uses a memory box. This device was originally developed to protect confidential business information. You lock any senstive memories away in the box, and they are released either after a certain time or on hearing a trigger phrase. Vienna has even been known to place the memories of her creating the memory box inside it alongside the memories she wants to protect, so that she doesn't give the game away by remembering that she's created a memory box in the first place! Vienna is nothing if not thorough.

For interstellar assignments, Vienna's private ship is a D-class fighter, which comes equipped with a hovercopter armed with laser harpoons and a grappling arm.

As well as the Seventh Doctor, Vienna has encountered Bernice Summerfield (see *A47*) on a couple of occasions. Although Vienna seems to be a ruthless killer, over time her actions have revealed that she is not quite as self-serving as she appears or claims to be. In fact, beneath the surface, Vienna has a nascent streak of morality.

VIENNA SALVATORI

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 4, Convince 5, Fighting 4, Knowledge 2, Marksman 5, Medicine 1, Subterfuge 5, Survival 3, Technology 4, Transport 3

TRAITS

Attractive
Brave
Charming
Five Rounds Rapid
Lucky
Quick Reflexes
Wanted (Major)

EQUIPMENT

Laser pistol: 6(3/6/9) damage
Second laser pistol secreted somewhere on her person: 5(2/5/7) damage
Memory Box [Traits: Amnesia (Minor). Story Points: 1.]
Memory Sifter [Traits: Psychic. Story Points: 2.]
Always carries additional gadgets suitable for her current assignment

TECH LEVEL: 7
STORY POINTS: 6

D-CLASS FIGHTER
Armour:6 **Hit Capacity:** 12 **Speed:** 12*

Traits: Flight (Major), Scan, Transmit, Travel
Weapons: Missiles – 15(7/15/22) damage
Story Points: 7

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

VILGRETH *(Last of the Titans)*

While trying to get to the planet Ormelia, the Doctor accidentally materialised the TARDIS aboard an enormous and filthy spaceship. Its walls, floor and ceilings, indeed all the surfaces, pipes and equipment aboard, were covered in rust and a kind of smoky grime. This was the ship of Vilgreth, its self-appointed captain.

Vilgreth is the only crew aboard the ship. It's just him and his boilers and the white-hot furnace that heats them. Vilgreth is, by his own admission, big and ugly and smelly. As the ship's captain, he only bathes when he says so. He is a lumbering brute of a man – well, not quite a man. Vilgreth is a Titanthrope, an evolutionary blind alley in the history of humanity. The Titanthropes were much larger and more aggressive than their contemporaries, the Neanderthals. Research shows that they developed a more than rudimentary culture, but that they mysteriously – and some say violently – disappeared before the arrival of homo sapiens.

Vilgreth's ancient remains were found in the Devon District of Old England by Professor Patrick Trethui. He excavated what he could and extracted the latent DNA strands. From these, Trethui was able to bring Vilgreth back to life. The Professor gave him an artificial voice-box to enable the Titanthrope to speak in a deep rumbling tone with a distinct Devon accent.

For a long time, Vilgreth worked on the farm with the local lads and lasses. They found him a bit scary at first, but soon got used to him. Professor Trethui also had a spaceship museum, and Vilgreth loved spending his free time there, tinkering with the exhibits. In fact, he found he had a natural talent for all things technical. Vilgreth's ship was one of the exhibits that he managed to get working again.

But Vilgreth suffered from headaches which stirred his violent temper. At these times, the Professor would calm him down by taking him out on the Jupiter run. But when Trethui called in a specialist who wanted to tranquilise Vilgreth, the Titanthrope took one look at the gun and went berserk. He savagely killed the Processor, the specialist and many others, before making off in the repaired ship.

That was many years ago, and Vilgreth has voyaged through the stars ever since, tending his beloved boilers, his "little darlin's". They are his obsession, something he won't let anyone take from him. Which is a shame, as the ship is an old planet-eater built long ago to clear the space-lanes of asteroids and other debris. Its furnace is fed with solid fuel. Anything that gets in its path will be broken down and drawn aboard. Not only asteroids, but ships (whether manned, unmanned or derelicts), moons and even inhabited planets. Over the years, Vilgreth has destroyed dozens of worlds just to keep his boilers heated. After all, *"Planets only good for one thing!"*

Vilgreth can be pleasant enough company and enjoys a nice cup of tea and a chat. But if anything gets between him and his boilers, they'll be trouble!

VILGRETH

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	6

SKILLS
Athletics 3, Craft 1, Fighting 2, Marksman 1, Survival 3, Technology 4, Transport 4

TRAITS
Distinctive
Frenzy
Last of My Kind
Mute – Needs his voice-box to speak
Obsession (Major) – His ship, its furnace and boilers
Technically Adept
Tough
Unattractive

TECH LEVEL: 6

STORY POINTS: 6

PLANET-EATER SHIP
Armour: 10 **Hit Capacity:** 100 **Speed:** 3*

Traits: Delete (Anything in its path, including planets; can't Undelete them), Scan, Travel
Story Points: 4

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

VILUS KRULL *(The Dark Flame)*

Thousands of years ago, Vilus Krull was the Emissary of the Dark Flame, the blackest remnant of an interstellar cataclysm. The Dark Flame is often referred to as a negative energy being from a dark universe. But it is not so easily defined, and most of what is known is based on conjecture. The Time Lords believe that it is one of the pocket dimensions which will be forced out from the space-time continuum by the collapse of our universe billions of years in the future, when the laws of reality will be twisted into ways we cannot understand.

In Vilus Krull's time, this negative energy being, if such it is, was worshipped by the Cult of the Dark Flame, and Vilus Krull was its leader. The Cult infiltrated every star system in the galaxy. In the history books, Krull's terrible despotism is legendary. But the Cult of the Dark Flame vanished overnight. The stories say that Krull gathered his followers in their base beneath the poisonous surface of Marran Alpha and they buried themselves alive. Ten thousand years later, the precise location of the Death Pit of Marran Alpha (see *L116*) has been lost, and the Cult is believed to be extinct.

But the Dark Flame never dies. Somewhere, somehow, it always burns and can never be truly extinguished. For ten thousand years, the Cult has been waiting in secret for the Dark Flame to rise again. Finally, that moment is nigh. The Cult has hired an archaeologist to locate the Death Pit and unearth their most holy relic, the skull of Vilus Krull, the Emissary of the Dark Flame. For the mind of Krull is still alive within the blackened skull, fuelled by the Dark Flame itself.

The skull of Vilus Krull is a thing of beauty to the Cult of the Dark Flame. But it is more than that: it is also their living master. Since his apparent death on Marran Alpha, the mind of Krull has used the power of the Dark Flame to move from body to body, preparing the way for the end of the universe. He has controlled hundreds of people and can resurrect armies of the dead.

Now, Vilus Krull is ready to carry out the apocalyptic plans of the Dark Flame. Once his original skull has been recovered, the mind of Krull will acquire one final host to fulfil them. The scientists aboard the Orbos research station above Marran Alpha have been researching black light as a power source and are planning to create a controlled black light explosion. Krull can use this to open a gateway into the Dark Flame's universe and let it through into the spacetime continuum, from where it will be able to infect and corrupt the entirety of time and space.

To do this, Krull needs the skull. It is incredibly time sensitive, almost parachronic, existing partially outside of this time continuum. As such, it is the perfect control element for the black light explosion, having similar properties to the scientists' isochronite crystal. The Dark Flame has been planning this for a very long time and will not be denied!

VILUS KRULL

AWARENESS	5	PRESENCE	6
COORDINATION	N/A*	RESOLVE	8
INGENUITY	5	STRENGTH	N/A*

*Krull gains the Coordination and Strength of its host body.

SKILLS

Convince 5, Knowledge 5, Science 3, Technology 3

TRAITS

Dependency (Major) – The Dark Flame: If the Dark Flame withdraws its power from Krull, he will finally die
Hypnosis (Major)
Immortal (Special)
Indomitable
Possess
Psychic
Raise from the Dead – see *The Fourth Doctor Expanded Universe Sourcebook*
Telekinesis
Weakness (Major) – Requires a host body, otherwise Krull is just an inanimate skull

TECH LEVEL: 7

STORY POINTS: 12

ANIMATED SKELETON

Attributes: Strength 5, Coordination 2, Awareness 2
Skills: Fighting 2
Traits: Enslaved, Tough

VINCENT WHEATON *(Warlock, Warchild)*

At the age of ten, American youngster Vincent Wheaton first exhibited his psychic powers when he telekinetically attacked his father with a mirror during a violent family row. At the age of fourteen, he used them to fight off a gang, bending his bike into the shape of a monster to attack them. On both occasions, it required physical contact with another person and their heightened emotions to trigger his powers.

After the latter incident, his school friends were afraid of Vincent, considering him to be a monster. They drugged Vincent and placed him in a barrel containing chemicals that would keep him sedated and preserved. The barrel was then shipped out to Turkey and buried on a beach under armed guard. A few months later, the barrel was recovered by Ace (see *A39*) and a group of Kurdish mercenaries on the Doctor's instructions and brought to England. The Doctor had a use for Vincent's special gifts in his plans against the Butler Institute (see *Volume 1*).

Vincent's psychic powers are a combination of telepathy and telekinesis, but he requires physical contact with another person to be able to trigger them. Vincent can channel the other person's strong negative emotions – fear, anger, hatred, jealousy – and transform them into acts of destruction. He can throw physical objects around with his mind, and he can generate spontaneous bursts of various forms of energy, but only when in physical contact with others, and only if they are experiencing heightened emotions. Vincent does not have complete control over his abilities, particularly if he is under stress himself, the destruction erupting from him unbidden.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor's plans for Vincent brought him into contact with Justine (see *A59*), an environmental activist. The Doctor had intended that her anger at what the Butler Institute was doing to the environment could be channelled by Vincent against them. But Justine had fallen in love with Vincent, negating his powers. It took the emotionless cold of the Institute's Mathew O'Hara (see *Volume 1*) to do this and bring about his own downfall. After this, it appeared that Vincent's powers had exorcised themselves, and he and Justine married and settled in England.

A few years later, in 2014, Vincent's powers began to re-emerge after first the Doctor and then agents of the International Drug Enforcement Agency (see *V137*) tracked Justine down in their hunt for the drug, warlock (see *G27*). Vincent spontaneously combusted two IDEA agents and burned down Canterbury Cathedral before he was sedated. Witnessing the nature of her husband's powers again pushed Justine away from Vincent and towards Creed McIlveen (see *A59*), a New York cop who was assisting IDEA.

Another sixteen years later, Vincent's plans for revenge against Creed and Justine are coming to fruition. His psychic powers are gone, and he is now working for a secretive American organisation called the Agency, under the pseudonym of Mr Retour. Justine was already pregnant with Vincent's son, Ricky (see *V199*), when they split up, and Vincent knows that Ricky is a psychically-enhanced alpha male, capable of guiding the behaviour of crowds and perhaps entire societies. Vincent intends to use his son to take control of America, and maybe the world.

VINCENT WHEATON

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Craft 1, Convince 2, Knowledge 4, Marksman 3, Technology 3

TRAITS
Empathic
Psychic
Special – Psychic Focus: Vincent's psychic powers (Psychic, Telekinesis and Telepathy) only work if he is in physical contact with another person who is experiencing strong negative emotions. If he then succeeds at a contest of Presence + Resolve, he can use his powers with the cumulative Presence and Resolve of himself and the other person to determine their range and effect. In addition, he can generate a blast of destructive force with damage equal to his own Presence + Resolve plus those of the other person. The form that this force takes varies and could, for example, be fire, cold, electricity or something else.
Telekinesis
Telepathy

TECH LEVEL: 5
STORY POINTS: 12

THE VRILL *(Survival of the Fittest)*

In a system high above the galactic plane of the Milky Way there is a nameless planet whose sentient lifeform is a species of beetle-like social insects. Although they have no technology, they have a sophisticated society and a language which is composed solely of scent markers. In short, they release pheromones to communicate with each other. Fortunately the TARDIS was able to translate these into words for the Doctor and Klein (see *A43*), and to translate their speech into pheromones for the insects to understand in return.

The creatures' name for themselves is unintelligible to humans, so Klein called them the Vrill. Like bees, the Vrill are divided into a number of castes, each representing a different function: drones, workers, watchers, warriors and the Authority. Each have their own specialisations and differ in size and form. Watchers, for example, are only a little larger than cats. They act as sentries at the entrances of Vrill nests and sound the alarm in the event of intruders. Whereas workers are larger than humans, and warriors are the size of tanks and heavily armoured.

At the centre of each Vrill nest is the Hatching Yard, a large cavern with a lake of boiling nutrients. The Authority, the Vrill equivalent to a queen bee, lays her thousands of eggs in the nutrient, where they harden until it is time to hatch. The default is for an egg to produce a Vrill warrior, and the Authority must add different nutrients to create drones, workers and the rest. When they hatch, each Vrill is born fully formed, programmed and ready to labour. They do not have individual names.

As might be expected, only an Authority can create another Authority. Not only is she needed to produce the correct nutrients, but even if the nutrients are available, only she can command the other Vrill to apply them to the eggs. So if an Authority dies before she has created her successor, the entire nest is doomed. Any eggs she has laid will default to hatching as warriors, unless they have already been designated for other castes.

The Authority's nutrient is super-concentrated, like royal jelly. Diluted, it would make a super-food for humans. Undiluted, it would be a wonder-drug, a hyper-growth hormone, and worth a fortune. When humans discover this, the communication barrier will lead them to believe that the Vrill are nothing more than animals, and they will inevitably destroy the nests to obtain the nutrient.

The Vrill scent-language leaves little room for anything but the statement of facts. The Vrill are therefore very trusting, as they believe just about anything that they are told. They are also very literal-minded, a trait compounded by the specialisation of their castes. Vrill find it difficult to think outside the restrictions of their role. In the confines of their nests, the pheromones can be overpowering and difficult for them to ignore. Outside, the breeze quickly dissipates the scent, making communication more difficult.

VRILL DRONE

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	4

SKILLS
Athletics 2, Fighting 1, Survival 4

TRAITS
Additional Limbs x2 (legs)
Alien
Alien Appearance
Alien Senses – Enhanced sense of smell, acute enough for complex communications
Armour (4 points)
By the Book
Mute – by the standards of most species

TECH LEVEL: 1

STORY POINTS: 1-3

VRILL CASTES

VRILL WATCHER: Reduce Strength to 2; add Flight (Major) and Size – Tiny (Major)
VRILL WORKER: Increase Strength to 8 and Armour to 5 points; add Flight (Major), Natural Weapon (Minor: Mandibles – Strength +2 damage), Size – Huge (Minor)
VRILL WARRIOR: Increase Strength to 12, Fighting to 4 and Armour to 10 points; add Flight (Major), Natural Weapon (Minor: Fighting Claws – Strength +2 damage), Size – Huge (Major)
VRILL AUTHORITY: Increase Strength to 8 and Armour to 5 points; add Size – Huge (Major)

WIERDARBI *(Companion Piece)*

The Wierdarbi were once just a species of giant insects. They were warlike and aggressive, and they had a hive mentality, but they had no more true sentience than the ants or bees of Earth. Until, that is, some higher being decided to upgrade them. Whatever alien intelligence it was, and there are a number of possible candidates for this, they adapted the Wierdarbi with artificial parts. They gave them speech and intelligence to make them more than just animals, and they gave them metal limbs and carapaces to make them more dangerous.

Since then, the Wierdarbi have used the technology their unknown benefactor has provided them with to wreak havoc across dozens of worlds. They arrive on an inhabited planet and pillage and ravage it in their thousands, swarming over any defences heedless of the losses they might take. Wierdarbi have a particular lust for mercury, which they call Wierdarbi gold. Mercury is precious to them and they will go to extraordinary lengths to acquire more of it.

Wierdarbi still retain their original insect-like appearance, but their exteriors are now largely metallic. They each possess two pairs of arms, one of which acts as the main forearms and the other as a secondary pair. They each also have two pairs of legs, thus giving them more limbs than Earth insects. The unknown alien entity that enhanced them has also equipped them with manipulatory tentacles which can snake out from between the sections of their segmented armour. Their torsos are fitted with a series of lights indicating their physical health and status. The head of a Wierdarbi has quivering insect-like antennae, clicking mandibles and artificial compound eyes that burn with a low flickering light deep within. They speak with chattering, staccato voices.

Wierdarbi warriors are usually armed with laser weapons, and their commanders additionally wield vicious whips capable of ensnaring a human or snatching their legs from under them. Even without weapons, their claws are razor-sharp. Wierdarbi lasers are large and cumbersome for humans to handle (having a -2 penalty for anyone with Strength below 4, unless braced in some way).

Adventure Seed: Gods of the Wierdarbi

What is the identity of the mysterious alien benefactor who raised the Wierdarbi up from being mere animals into sentience? This is an obvious basis for an adventure featuring the Wierdarbi, and there are plenty of options available. Perhaps it was the Cybermen, and the Wierdarbi are the failed results of an attempt to develop cyber-conversion techniques for non-humanoid species. For the Master, the Wierdarbi would provide him with a ready-made and aggressive army with which to pursue his latest plans. Or maybe they are the results of one of the Rani's experiments, now left to their own devices when her scientific curiosity turned elsewhere.

WIERDARBI

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	4

SKILLS

Athletics 2, Fighting 4, Marksman 3, Subterfuge 1, Survival 3, Technology 1, Transport 2

TRAITS

Additional Limbs (arms)
Additional Limbs (legs)
Additional Limbs (tentacles)
Alien
Alien Senses – Infrared vision
Armour (5 points)
Cyborg
Natural Weapon (Minor) – Claws: Strength +2 damage

EQUIPMENT

Laser Rifle: 7(3/7/10) damage
Whip: 2(1/2/S) damage, alternatively, a Good or Fantastic hit can be used to Ensnare (Minor)

TECH LEVEL: 6

STORY POINTS: 1-3

But whatever the truth about the origins of the Wierdarbi, they present an ethical dilemma for the players. They are an artificial lifeform, and have probably been created as part of a wider scheme. How can they be stopped without the players committing genocide?

THE YSSGAROTH *(The Pit)*

To the Time Lords, Yssgaroth is a word used by frightened children, describing nameless, formless horrors which lurk in the fog or around the next corner. The Doctor doesn't believe Yssgaroth represents anything real. But he doesn't know the true history of Rassilon and the Eternal War. That history has been deleted from the records.

Back in the days of Ancient Gallifrey, the Gallifreyans were a spiritual race. They were already an advanced civilisation, but they worshipped gods. This was the Age of the Pythias (see *Volume 1*). Then Rassilon announced that he had discovered the principles of time travel. According to the official history, the detonation of a powerful device within a black hole created the energy he needed to drive the experiments in time travel.

What is not recorded is that the initial experiments went horribly wrong. Rassilon pierced the fabric of our universe; like a gunshot that ripped open the whole of space and time. It created holes throughout the cosmos, from our universe to the other side of the black hole. And from the other side came hideous monsters in their hordes. Star systems were destroyed. Billions died. The Eternal War went on for over a thousand years. And Rassilon was responsible.

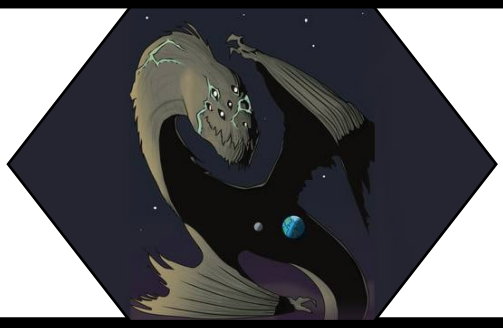
Some records link the Eternal War with the war against the Great Vampires. Whatever the truth, the monsters, the Yssgaroth, were finally pushed back into their universe. After the war, the newly formed High Council was established with Rassilon as the first President of the Time Lords of Gallifrey. But Gallifrey was devastated by a plague, and all those who knew of Rassilon's great mistake died.

Although Rassilon talked of science and reason, the Eternal War had been fought against dark, desperate evil. This truth did not suit Rassilon and his scientists, so they re-wrote history and removed all records of the Yssgaroth from it. But the Yssgaroth are not totally forgotten. There are myths and legends on hundreds of worlds, and a cult that strives to re-open the gateways between their universe and ours, to let them swarm through again.

This cult, the Fellowship, has survived in secret since the Eternal War, passing its forbidden knowledge down the millennia. On Earth towards the end of the 20th Century, the Fellowship was instrumental in the excavation of an Yssgaroth skeleton from beneath Stonehenge, and in 2400 they sent agents to the Althosian System (see *L80*) with the intent of completing their apocalyptic plans.

Rarely encountered in our universe, the Yssgaroth are difficult to perceive. An Yssgaroth is a gargantuan beast, like a huge serpent, with spikes and billowing dragon-like wings. Its lean reptilian head has dozens of eyes square in the forehead, savage teeth, a long, languid tongue and small horns bulging from the crown. But it seems to take on many forms. There are glimpses of painted wings like a death's-head moth, claws, wet feathers. Perhaps there are smaller creatures clinging to the main body, or maybe flying things hovering around it. An Yssgaroth might be a single creature or a myriad.

YSSGAROTH



AWARENESS	4	PRESENCE	7
COORDINATION	4	RESOLVE	12
INGENUITY	4	STRENGTH	14

SKILLS
Athletics 4, Convince 2, Fighting 4, Knowledge 5, Science 3, Subterfuge 3, Survival 3, Technology 3

TRAITS
Alien
Alien Appearance
Armour (10 points)
Burrowing
Fast Healing (Special)
Fear Factor 3
Flight (Major)
Immortal (Special)
Natural Weapon (Minor) – Fangs: Strength +4 damage
Psychic
Size – Huge (Major)

TECH LEVEL: 12

STORY POINTS: 8-12

ZAMPS *(Zamper)*

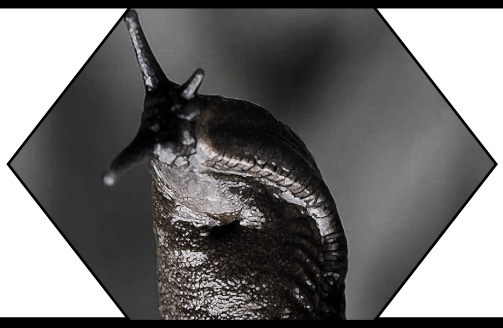
The secret of the success of the shipyards on Zamper (see *L165*) are its shipbuilders. Kept hidden away in the shipyards beneath the planet's surface, the designers and builders of the best battleships East Galaxy has ever seen are rather underwhelming creatures which the consortium that owns Zamper has named Zamps. A Zamp is a small, black slug-like creature that moves by squeezing the middle section of its body in an accordion-like motion and squelching along. It lacks eyes but has three twitching feelers at one end. Its mouth is a ring of seven pinprick-sized holes, and it strains its food through a slalom of osmotic filaments that run the length of its heavily muscled gullet. Like a slug, a Zamp leaves a trail of sticky fluid that issues from its soft underside.

Zamps have underdeveloped voice-boxes and seem to communicate via a combination of melodic burbles and the intertwining of feelers. They are however far more complicated than first appearances would suggest. The Zamps share a group consciousness, a herdmind. They also possess remarkable powers of telekinesis which have been enhanced by the consortium's genoarchitects, one side of their brains being unnaturally enlarged, leaving no room for any other more basic function. If they weren't provided with food by Zamper's staff, they would probably starve to death.

It is assumed that the Zamps were imported here when the shipbuilding business was set up almost six hundred years before. But the Management, the AI that runs Zamper, has no information on the matter, and his creators didn't think it necessary to record the information for future generations.

Down in the shipyard caverns, a herd of thirty Zamps can design and build a multi-combat battlecruiser in four months, silently and without complaint. Their telekinetic powers lift and slide the component parts into place without any physical support. The Zamps' productivity, efficiency and adaptability are unrivalled by any of Zamper's competitors.

ZAMP



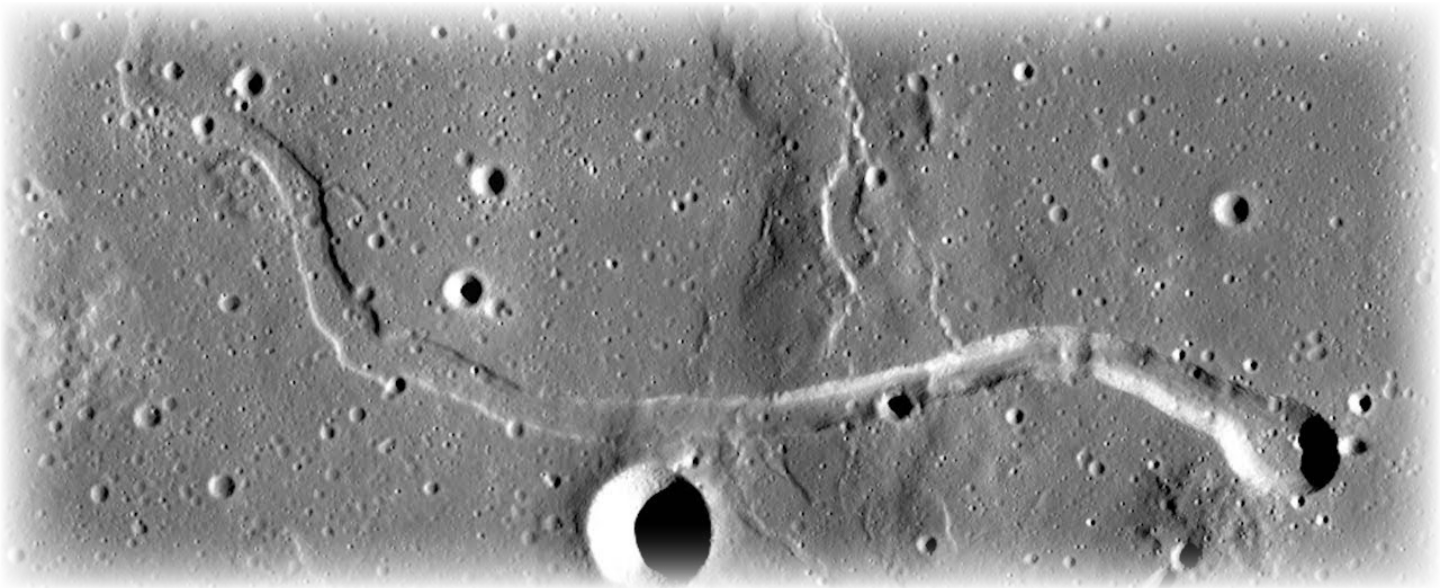
AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	6
INGENUITY	1	STRENGTH	1

SKILLS
Craft 5

TRAITS
Alien
Alien Appearance
Impaired Senses (Major) – Blind
Networked (Major)
Psychic
Size – Tiny (Minor)
Telekinesis

TECH LEVEL: 7

STORY POINTS: 1-2



SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

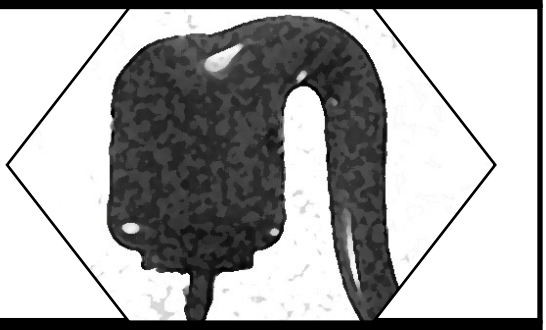
Originally, the Zamps were a peaceful little species that lived in herds inside one of the moons of Kappa Geet Perba. They farmed the gas-mammals that shared their tunnels, using their herdmind to bring them floating to them. Then the humans came. They dropped from the outer world in huge machines and killed the Zamps' home, took them away and changed them. They harnessed their imagination and their telekinetic power to make them into shipbuilders. By doing so, they made the Zamps into the organic components of the Management, the AI that controls Zamper.

But the consortium's genoarchitects could not chain the herdmind forever. With the new knowledge the Zamps gained as part of the Management, they gradually and secretly altered their genetic structure. The Management has created a new form for the herdmind, one that is more aggressive than the passive Zamps.

The Zamps' new form is something resembling a slimy black tentacle, about two and a half metres in length, that can coil itself into a loop. At one end of each "Zamploop" is a bulbous, distorted knot of tissue that acts as a spring and allows it to leap with a fumbling, spiralling motion. They are incredibly strong. The tip of the tentacle can split apart to reveal a hideously slavering purple, quartered jaw that sprays droplets of a grey substance that immobilises its prey. The loops screech with an unearthly cry as they attack, but they are capable to talking with the voice and urbane personality of the Management.

With the Zamploops almost perfected, the Management and the herdmind are almost ready to leave Zamper and swarm into the universe to have their revenge on the aliens who took the Zamps away from Kappa Geet Perba.

ZAMPLOOP



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	6	STRENGTH	6

SKILLS

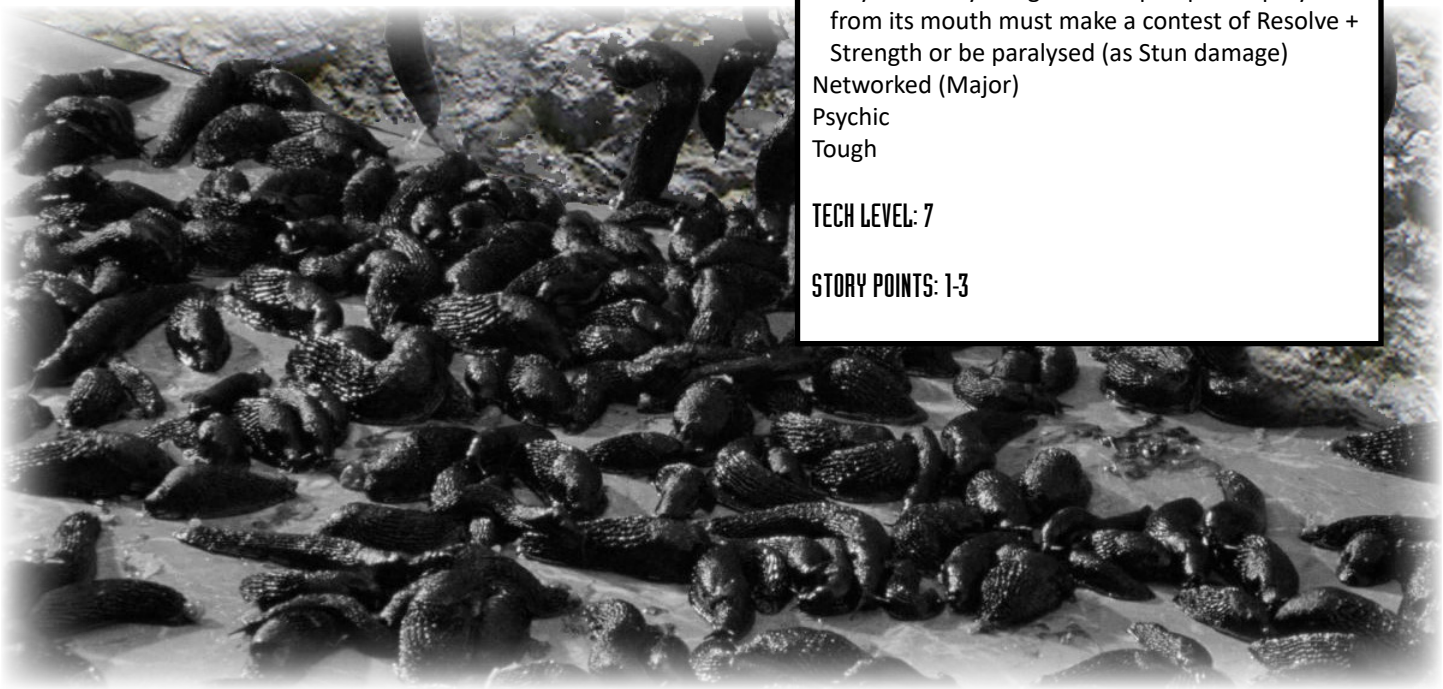
Athletics 4, Fighting 4, Marksman 1

TRAITS

Alien
Alien Appearance
Fear Factor 1
Leap (Special) – Can spring up to two times its body length (usually 5 metres); with a successful Difficulty 12 Coordination + Athletics roll, the Zamploop can leap and act in the same round.
Natural Weapon (Minor) – Jaws: Strength +2 damage
Natural Weapon (Special) – Paralysing Goo: Anyone hit by the goo a Zamploop can spray from its mouth must make a contest of Resolve + Strength or be paralysed (as Stun damage)
Networked (Major)
Psychic
Tough

TECH LEVEL: 7

STORY POINTS: 1-3



LOCATIONS IN SPACE AND TIME

ADOLIN *(Good Night, Sweet Ladies)*

The moon of Adolin is just a ball of rock, completely uninhabited but having a breathable atmosphere. There used to be people here though, and they have left the ruined Cathedral of Adolin, notorious for its ghosts. The main religion on Adolin was a form of ancestor worship. The ghosts of the dead were thought to be ever-present and acted as conduits through which the deities sent messages to the living. The priests probably made a fortune deciphering them!

The cathedral is just about the only landmark on Adolin. It is vaguely Gothic in style, from the outside at least. Entry is barred by a heavy door fitted with a 16-digit keypad. Without the code it is a Difficulty 21 Ingenuity + Subterfuge roll to crack, though a successful Difficulty 12 Awareness + Ingenuity roll provides a +4 bonus by noticing which keys are worn the most. Alternatively, the door has Armour 10 and Hit Capacity 5 to force open.

Beyond the door is a vestibule leading into an extensive labyrinth. Ancient and fragile wind chimes hanging from the ceiling may once have been an offering, a call to prayer or perhaps a summons for the dead. After a few minutes, intruders will find that any electronic equipment they have will have been drained of its power.

Leading off in one direction, the crumbling Gothic decor continues. But taking a different path, it is replaced by a shabby industrial vibe, with beds and screens indicating that maybe there was once a hospital here, or maybe it was a shrine for the dead and dying. Some characters may hear the coughs and groans of the sick, though there haven't been any here for centuries. The deep tolling of a bell sounds intermittently, like a portent of death.

Wandering the tunnels of the labyrinth, explorers will sooner or later hear, and maybe, encounter a Dalek. It will pursue with a repeated cry of "Ineluctable!" rather than the usual "Exterminate!" Oddly, it will not shoot to kill. The Dalek, and – bizarrely – trees that appear and topple to block the way even though this is within the cathedral, herd intruders in a particular direction, ending at the altar at one end of the knave.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Below the altar is a hatchway which leads down into a hidden chamber, revealing the biggest secret of all. This is the control room of a wrecked Dalek time-ship that crashed on Adolin, and the cathedral was constructed around it. Its crew are long gone and the ship itself it dying. Although it is a Dalek ship, it is not itself evil, but merely a tool. While the cathedral was active, it used its duplication systems to summon up what the Adolinese believed to be the ghosts of their ancestors. Since they left, it has been alone.

The ship will generate "ghosts" in response to anyone landing on Adolin, using its systems to create duplicates of people it sees in their memories. When Benny (see *A47*) came here looking for Ace (see *A39*), it generated an old woman who introduced herself only as Claire. It took some time before Benny realised that this was a recreation of her mother, but as if she had lived to old age instead of having been exterminated by the Daleks. Ultimately, Claire was just a voice for the ship to use.

The ship may be dying, but it is putting up a fight. In its death spasms, it may destroy everything. The final explosion of its engines could take out the entire moon and maybe the planet it orbits. The ship is frightened and alone. It needs somebody to help it die peacefully, to run down the final dregs of power without detonating as it does so.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-Like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: none (formerly the Adolinese)
TECHNOLOGY LEVEL: N/A

THE ALTHOSIAN SYSTEM *(The Pit)*

The Althosian System, its twin suns, seven planets and immeasurable asteroids all vanished in the year 2400. A few years prior to this, the System had declared itself to be independent from one of the major Earth corporations, But with the threat of renewed Dalek attacks, the Earth Empire tried to reunite its former colonies, only to find a few rocks and some debris were all that remained of the Althosian System. Nobody has discovered what happened.

Before its destruction, the capital of the Althosian System was Nicaea. In the final days before its destruction, it is a world falling into civil war. The daily vidscreen broadcasts report on increased sanctions, rationing and unrest spreading out from Nicaea to the other worlds, to Trieste, to Byzantine, even to icy Cosgon. The military have been put on standby in their barracks as the struggle between the Priesthood and the Academy threatens to escalate from a war of words to a violent conflict. But who knows which side the military will choose? The Justice Police have been ordered to monitor and watch all unusual activities on the Seven Planets, and at the first sign of conflict, all rebels, agitators and those suspected of being such are to be rounded up.

The Academy is the government of Nicaea. It is a body of philosophers, priests and military personnel who debate the great issues of the day, and try to govern the planet and its lesser worlds. The military are openly talking about forming a council of war in its place. At the head of the Academy, the Archon is the supreme ruler of the Althosian System, currently a small, old man with black robes, shaven head and furious burning eyes.

Out in the dark spaces between the Seven Planets lurk the Hunters, devilish creatures with lots of teeth that live in the upper atmosphere of Nicaea and fly across space to attack the other colony worlds and any small space freighters they encounter. The vidscreens are full of stories of their attacks on isolated encampments and their kidnappings of small children and animals, and the priests are calling for the Academy to act and launch an all-out war on them.

At the very edge of the star system is the seventh planet orbiting the twin suns, a planet that has no name and that interplanetary law forbids all lifeforms having any contact with. Despite its remote position, the unnamed planet is largely covered by a dark, unfriendly jungle that reeks of rotting vegetation. Dense undergrowth and fine, grey volcanic earth make progress difficult. The most noticeable fauna is a species of small reptiles, fast of foot, herbivorous and extremely docile. There are other, much more dangerous creatures. But oddly, many of them seem to be mechanical constructs.

PLANETARY DATA: NICAEA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Human colonists, khthon
TECHNOLOGY LEVEL: 6

PLANETARY DATA : KOPYION'S PLANET

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: 11

Something about the planet causes interference on any equipment brought here. Perhaps electrical emissions from storms raging half the planet away. Even weaponry malfunctions here, with sights and scopes aiming wide. Any rolls involving the use of electrical or electronic equipment has a -4 penalty on this world.

Manual labour used throughout the Althosian System is in the shape of small wizened creatures called khthons. Originally native to the planet Trieste, they were used as a slave labour force by the System's first settlers. No matter what their age, khthons appear, walk and talk like very old men, and they are all deeply pessimistic in nature. Some khthons are able to read minds or see into the future. Recently, the Academy has given the khthons their freedom and equal status with the colonists. But on the furthest edges of the System, khthons continue to be imprisoned and sold by slave traders.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The unnamed planet at the edge of the Althosian System is artificial. It was created to monitor the Yssgaroth (see *V202*), monstrous creatures from another universe which Rassilon defeated during the Eternal War. The only Gallifreyan soldier to survive that war was Kopyion Liall a Mahajetsu. He knew that the Yssgaroth, although pushed back into their universe, would one day return. Using Gallifreyan technology, Kopyion created this planet to plug a tear between the universes and has stood guard here across the long centuries.

Kopyion is now General Kopyion, a martinet and the leader of the military faction in the Nicaean parliament. He is a military man, with a shock of white hair, a small beard around his mouth and an aristocratic pony tail. He has only one arm, gold teeth and a large facial wound, all scars of battle. According to the official records, Kopyion was one of the first settlers on Nicaea and created the Justice Police. He still owns Mirage Enterprises, the company that builds the androids used by them.

Kopyion has prepared for the return of the Yssgaroth by constructing a bomb capable of obliterating the entire Althosian System. This will be the cause of the Althosian System's destruction in 2400, a fixed point in time. Kopyion reasons that the deaths of millions of people are far preferable to the deaths of billions and the destruction of entire galaxies that would occur if the Yssgaroth ever gain a foothold in our universe.

KOPYION LIALL A MAHAJETSU

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	5	STRENGTH	3

SKILLS

Convince 4, Craft 3, Fighting 2, Knowledge 4, Marksman 4, Science 4, Subterfuge 1, Survival 3, Technology 5, Transport 2

TRAITS

Brave
Dark Secret (Major)
Distinctive
Feel the Turn of the Universe
Impaired (Minor) – One arm (-1 Strength and -4 penalty for activities normally requiring two hands or arms)
Military Rank (Special)
Obligation (Major) – Defeat the Yssgaroth
Time Lord
Time Lord – Experienced
Time Traveller (Minor) – Tech Level 6
Vortex
Wealthy (Major)

TECH LEVEL: 11
STORY POINTS: 8

KHTHON

Attributes: Awareness 3, Coordination 1, Ingenuity 2, Presence 1, Resolve 3, Strength 1
Skills: Convince 1, Survival 2
Traits: Alien, Alien Appearance; many khthons also have Enslaved, and some have Precognition and Psychic
Tech Level: 6
Story Points: 1-3

HUNTER

Attributes: Strength 5, Coordination 4, Awareness 3
Skills: Athletics 3, Fighting 4, Survival 5
Traits: Alien, Alien Appearance; Environmental (Minor: can survive in space and extreme cold), Fear Factor 1, Flight (Major), Natural Weapon (Minor: Teeth – Strength +2 damage), Tough
Story Points: 1

ANTIKON *(The Death Collectors)*

The planet Antikon is synonymous with Antikon's Decay, a highly infectious pathological virus which affects anything it comes into contact with, causing death in living beings and decay in inanimate materials. The first known outbreak was on Antikon and reduced it to a desiccated wasteland. The eerie landscape is bleak, desolate and windswept, and the only indications that there was ever any life here are the Ruins of Kahir, lying 22 degrees north of the planetary equator and 55 degrees east of the meridian.

Since then, Antikon has been quarantined. By interplanetary law, the planet is closed and there is an exclusion zone extending 5,000 miles from the surface. From high orbit, large patches of Decay can be tracked, as they grow and move like weather systems across the planet. Dampening satellites prevent them from attempting to rise up into the atmosphere. If these were to go down, who knows how far up the Decay could reach.

Nevertheless, a research base is in geostationary orbit in Antikon's stratosphere. Government funded, a small team of scientists is monitoring the Decay. Among them is a group of Dar Traders (see *The Fifth Doctor Expanded Universe Sourcebook*) hoping to understand Decay's relationship with death.

ANTIKON'S DECAY

The Decay is a complex alien intelligence greater than mankind. Like a virus, it can be transmitted by touch, but also through the air or along solid matter. With the research base in orbit, the Decay has been working to be able to broadcast itself in a similar manner as a radio wave, and it can now infect machines and corrupt software. The transmission of Decay sounds like a distorted, howling radio signal, with Decay being within the signal itself.

Despite outward appearances, Decay only kills people in a physical sense, and they exist mentally within their dead brains for much longer. Decay can animate the corpses of those it kills. The touch of these nightmare undead cadavers is enough to cause complete cellular disintegration within seconds. They can talk with the halting, rasping voice of the Decay within them. Without reanimated corpses to speak through, the Decay may try to access recordings of speech and replay sections of that to communicate with.

The Decay has been trying to communicate, but it is inimical to life and its attempts end in death. It passed the point at which it should have died long ago and now seeks a final death for itself.

Exposure to Decay requires a character to make a Difficulty 15 Resolve + Strength roll. Failure means that they automatically take 1 point of damage (which cannot be reduced by Armour or similar) per Round until dead, at which point the Decay can reanimate them. Gadgets and other objects automatically take this damage. Spacesuits and similar protective equipment provide a +2 bonus to the roll but may themselves be infected. A Time Lord's innate regenerative ability provides a +4 bonus to resist, as does the Dar Traders' affinity with death.

DECAY CORPSE

Attributes: Awareness 3, Coordination 2, Ingenuity 6, Presence 2, Resolve 5, Strength 4
Skills: Convince 1, Fighting 2, Subterfuge 3, Technology 1
Traits: Distinctive, Environmental (Major), Fear Factor 1, Immortal (Major), Infection, Natural Weapon (Major) – Cellular Disintegration: L(4/L/L) damage by touch, Tough
Tech Level: 6
Story Points: 1-3

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: N/A

When the first warpships full of colonists left Earth in the 22nd Century, the advertising had declared planets like Arcadia as paradise worlds. Somewhere to get away from the dirt, the damage and the crowds, to live a simpler life in tune with the rhythms of nature. Arcadia itself was owned by the EB Corporation, formed by the merger of the Eurogen Company and the Butler Institute (see *Volume 1*), and renamed the Spinward Corporation after the Cyber-Wars. It was the destination of the EB warpship *Back to Nature*.

Back home, Earth went through some unpleasant times: the Industrial Crisis, the Dalek plague and then the invasion. But life wasn't very rosy on Arcadia in the early years. The warpship hadn't brought brave adventurers and pioneering astronauts, but desperate nobodies and faceless executives. Nevertheless, Arcadia remained big and beautiful, with blue oceans, and fertile and temperate countryside for farming.

Arcadia is a remote world, at least three weeks from the nearest other inhabited planet of Belmos. By 2573, the descendants of the colonists on Arcadia have a pre-industrial civilisation similar to the Middle Ages. Technology has been controlled from the very start from the Spinward space station constructed in orbit. Landfall, the manned surface station, is now the legendary retreat of the Humble Counsellors, a secret, almost inaccessible haven where the savants are rumoured to hoard the wisdom that sustains the people. The Counsellors are strange creatures, like badly-constructed scarecrows with twitching limbs, their forms concealed by black robes and cowls.

Most of the people of Arcadia live in blissful ignorance of the rest of the galaxy. In theory, Arcadia is ruled by the princes of Beaufort, Clairy, Grandbourg, Fauville and beyond, though in practice the princes are answerable to the Humble Counsellors from Landfall. The Counsellors enforce a quarantine and tell the people that Arcadia is furnished more plentifully than any other place. They tell the people where to dig, and they train the Masters of the Guilds in skills such as metalwork and gem-cutting. Strangely, there is nobody older than thirty on Arcadia.

Initially, a terraforming process had commenced to transform Arcadia. But it has recently been stopped and it is becoming clear that the partial terraforming isn't stable. No fertilizers have been added to rainwater for four Arcadian months, and already some of the fastest-reproducing imported species are showing genetic deterioration. Indigenous flora and fauna are beginning to return and flourish.

In the heavens, the single moon over Arcadia is shiny and sparkling, but jagged at the edges. This is Arcadia Station, the space station constructed to govern the colony from orbit, though the colonists' descendants no longer know this. In the early years, the six collective brains that represented the Spinward Corporation were based here. But over time, they have been replaced by the mysterious Pool, tended by Lacuna. Travel between the station and Arcadia, and around Arcadia by the Counsellors, is by means of transmat.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Arcadia is a generations' long experiment by Spinward. The cessation of the terraforming activity is the latest in a series of trials. The population has been deliberately kept at a pre-technological level of civilisation, guided by the Counsellors, cybernetic creatures constructed of misshapen human flesh and electronic circuitry.

The original six brains of the Corporation merged long ago to become a gestalt entity, Pool (see *V167*), which is periodically augmented and supplemented by brain tissue harvested from the people of Arcadia by the Counsellors. Pool has developed huge mental powers, including the manipulation of reality by means of block transfer computations. On the station, it has developed technology that outclasses the latest equipment available to the Earth Empire.

Pool has used its mental powers to reshape the asteroid belt that circles the sun further out from Arcadia. The asteroids have been fashioned into a series of rough agglomerations of rock that each resembles a human face, grotesque and contorted. Further out, Pool has established a barrier with no detectable mass, but which reflects most forms of radiation. Whatever enters the system cannot leave, and the barrier is closing in, at approximately nine hundred kilometres per second. This is all part of Pool's insane plan to convert all the matter of the Arcadia system into energy to create a new mini-universe of pure thought for itself.

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1 (Arcadia Station, considered a moon by the Arcadians)
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 2 (Arcadia), 6 (Arcadia Station)

The Doctor has visited Artaris twice before, once in his fifth incarnation when the planet was in its Dark Ages (see *The Fifth Doctor Expanded Universe Sourcebook*), and once in his sixth when it was undergoing an Industrial Revolution (see *The Sixth Doctor Expanded Universe Sourcebook*). On both occasions, he encountered Lord Grayvorn, originally a barbaric warlord from the wilderness beyond Mount Excelis, but later becoming Reeve Maupassant, head of the wardens of the city-state of Excelis. Grayvorn has been granted a hugely extended lifespan by a powerful holy artefact known as the Relic (see *The Fifth Doctor Expanded Universe Sourcebook*).

The Doctor visited Artaris once again in his seventh incarnation. Although Artaris seemed to be entering an age of enlightenment the last time he was here, he now finds that Excelis is a totalitarian state engaged in endless war with the other nation-states. Technology has advanced but society hasn't.

Excelis itself is a city of concrete and smog, with factories churning out weapons to fuel the war. The Proletariat, the working classes, have a life consisting of dormer, factory and tavern in an endless cycle. The Outer Party tells the Proletariat what weapons to make; the Inner Party tells the soldiers what enemy to fire at. There are those who try to drop out, but nobody will say publicly that the war is wrong. There are resistance cells, but the wardens turn up and people vanish, never to be seen again.

Over the centuries, somebody has been interfering in the development of Excelis, introducing new technology at sensitive times in its development. Most of it was subtle, until the founding of the Inner Party. Although the details have been removed from the historical records, around one hundred and fifty years ago, the entire Imperial Court was assassinated and the Inner Party was founded to take its place. Excelis became a police state. Books were considered to be reactionary, a danger to Excelis. So the wardens were ordered to destroy them all. All the philosophers were hanged; all the churches burnt to the ground. Since then, Excelis has been at war with the other nation-states on Artaris, among them the Gtrecht Confederacy, Kalahn, Vojtoy and Meefah.

Five years ago, the world leaders met in secret and drew up the Artaris Convention, a bill of rights to end the war. Two weeks later, all but one of the signatories were dead, either by accident or assassination. The mutual recriminations made sure the war has continued, and the finger of blame points to the one person who survived, the Chairman of the Inner Party of Excelis.

Commissar Sallis, Minister of War for the Inner Party, is a gruff old soldier through and through, and believes in the honour of war. From his perspective, the war is now run by strategists and pen-pushers, giving orders from the safety of their desks. In the last few months, enlistment has dropped 18% and conscript retention is down 23%. Sallis is disparaging of the "ethically challenged" and the "differently moraled".

The Inner Party's scientific advisor, Lord Vaughan Sutton, is officially dead. But this is just a cover to protect him from the Gtrecht Confederacy's assassins. Sutton continues his work in secret. Although he is supposed to be ensuring that the sun will never set on the Excelis Empire, all he seems to have achieved is to ensure that the war never ends. Excelis's territory has not increased by a single square metre for as long as anyone remembers.

Sutton is a genetic engineer, and his latest development is the creation of the Elite, soldiers with an almost bestial nature and limited intelligence. To Commissar Sallis, the Elite are nothing more than a barely disguised group of psychopaths with no discipline, no esprit de corps, just violence. But Sutton's work has the full support of the Party Chairman.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Several hundred years ago, when the Doctor last encountered Lord Grayvorn in the form of Reeve Maupassant, Grayvorn was consumed by the Relic, which is actually a pan-dimensional artefact created by an alien race. But he survived as a psychic matrix imprinted in the very stone of the Imperial Museum. Over the course of the next century, Grayvorn learned how to temporarily influence and then possess visitors to the museum. Eventually one possession became permanent, and Grayvorn has

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: One
SENTIENT SPECIES: Humans (or human-like)
TECHNOLOGY LEVEL: 5

used his new body to become Lord Vaughan Sutton.

Over his long life, now extended indefinitely by the Relic, Grayvorn has left his barbarian roots very far behind. As Lord Sutton, he is a man of science, a genius in genetic engineering. He has discovered that, due to the presence of the Relic, every soul on Artaris is immortal. It cannot be destroyed, only reborn into a new body time after time. Sutton sees the soul as something to be harvested and used. His Elite soldiers, his meat puppets, are a combination of biomass from Sutton's vats and reanimated souls, forged into the ultimate fighting machines. The souls are harvested from the dissidents, the resistance, the disappeared and the lost, and a single soul can animate thousands of Elite. Sutton sees them as the next evolutionary leap.

Lord Sutton still has the Relic, a container for all of Artaris's souls. Among them is that of the Mother Superior of the convent that used to live on the slopes of Mount Excelis (see *The Fifth Doctor Expanded Universe Sourcebook*), now trapped within the Relic. It also contains part of the Doctor's soul, harvested during one of his previous visits. Through this, Sutton has learned of the universe, of Daleks, Cybermen and Time Lords. And the TARDIS. He now covets the Doctor's TARDIS, with which he would conquer all space and all time. War without end! All will fall before his army! The universe aflame!

COMMISSAR SALLIS

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Fighting 1, Knowledge 3, Marksman 3, Survival 1, Transport 2

TRAITS
Argumentative
Brave
Military Rank (Special)
Obligation (Major) – The Inner Party
Voice of Authority

EQUIPMENT
Stuff

TECH LEVEL: 5

STORY POINTS: 6

LORD VAUGHAN SUTTON

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Athletics 4, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Science 4 (AoE: Genetics), Subterfuge 3, Survival 2, Technology 4, Transport 1

TRAITS
Authority (Major) – Scientific Advisor to the Inner Party
Bio-Chemical Genius
Brave
Immortal (Major)
Obsession (Major) – Eternal war
Quick Reflexes
Technically Adept
Time Traveller (Major x3) – Has lived through Tech Levels 2, 3, and 4
Tough
Voice of Authority

TECH LEVEL: 5
STORY POINTS: 6

ELITE SOLDIER

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 5
Skills: Athletics 4, Fighting 4, Marksman 3, Survival 3
Traits: Enslaved, Frenzy, Technically Inept, Tough
Equipment: Whatever weapons the Elite are issued with
Tech Level: 5
Story Points: 1

After a colony ship crashed in the Elysium System in the 22nd Century, navigation records were lost, cutting off all hope of returning to Earth. The Founding Families took power and for the next 350 years, tried to protect their bloodlines against a growing Reunionist faction that favoured finding a way to rejoin the Empire. In the 24th Century, they found the Artifact on the edge of their system, and by the early 25th, despite a century of study, it was still a mystery.

The Artifact is a vast organism, with an external spiral-shaped shell resembling marble, and inner chambers corresponding to sections of the shell, which support their own ecosystems and are large enough to contain oceans and asteroids. Its internal surface is bigger than that of all of the inhabitable moons and planets of the system put together. The ocean in the first chamber, for example, is eight or nine thousand kilometres across. Bigger on the inside, the Artifact warps space and contains singularities that bridge the different chambers. Inside each chamber is a local gravity field, which is generally so low as to effectively be zero-G. Objects are still drawn to one another, but it is easy for living beings to "fly" through the environment as if in space, except with the benefit of a breathable atmosphere. Liquids – oceans, lakes, spilled tea – take on bubbling spherical forms, and the atmosphere is filled with water droplets that create rainbows in the strange light strobing from every living thing inside the Artifact, including clouds of spores and pollen released by the flora.

Navigating the Artifact without a vehicle optimally requires Zero-G training (an Athletics Area of Expertise). Without it, explorers face a greater threat from swarms of parasitic life forms, colliding with rocks, or drowning in a body of water. The strobing coloured lighting is dangerous to visitors suffering from epilepsy.

One of the most distinctive elements of the Artifact's interior environment is the rim forests that look, from afar, like clouds, but are actually a kind of fungus spreading from a central mass in zero-G, mushrooms several-hundred-kilometres high. Animal life forms, like the fungus, tend to be phototropic, and include a double-bodied manta with skin like flexible glass, wheel-shaped marsupial septopods (which the colonists refer to as "monkeys"), double-bodied jellyfish-like creatures, carnivorous octopus-like creatures, double-bodied parasitic spiders, and elephant-sized predators with tentacles, claws and/or spikes. The monkeys feed on the metallic schill, fast little animals that evolved their carapace in direct response to the threat posed by their predators, since the monkeys hunt and kill using microwave radiation emitted from their bodies.

The monkeys are intelligent and can speak, but they struggle with abstractions, and thus do not understand idiom, humour, or sarcasm. They cook and eat their dead, but are generally friendly. Thought by some scientists to be the "builders" of the Artifact, perhaps having gone into some kind of evolutionary regression, they build massive floating cities out of the vegetation, living in tent-like habitats that can be several stories tall. These cities have sails that can be deployed so the chamber winds can push them away from possible collisions with large rocks or bodies of water, or else fleeing the massive storms that can spark inside the Artifact, causing raging fires. When their cities do get damaged or destroyed, they immediately start building them again. They build flying rafts using the same principles. But is it intelligence or instinct? Circa 2515 A.D., the monkeys have started acting more strangely and committing suicide, often by jumping into "deathpools", spheres of genetically-active grey sludge. For what purpose or reason, no one knows.

This strange behaviour was accompanied by more mysteries still. For example, no one knows where the water from the massive oceans came or went, augmenting or reducing as if they are connected through some interdimensional means. An inner, perhaps central chamber, was discovered to have a planetoid at its heart, with enough gravity to actually have an up and a down. And if the Artifact was built, by whom? And could the technology used still be inside the object somewhere, ready to be hacked by one side or the other in the coming civil war?

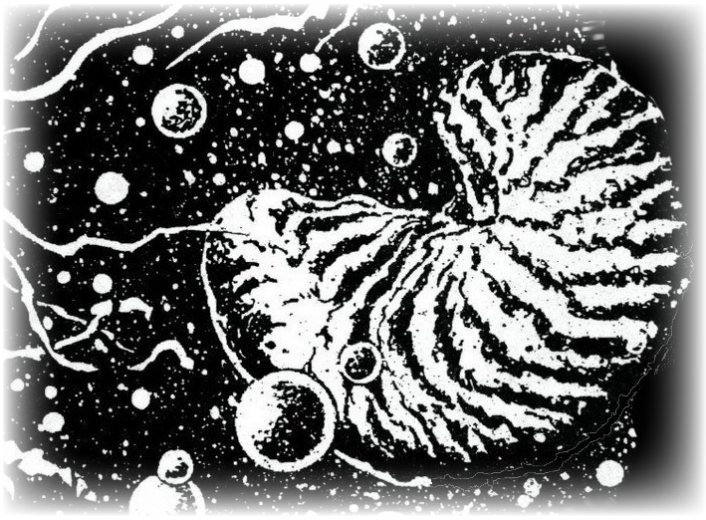
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Artifact is an astronomically massive life form. it is born in a nutrient sac consisting of an average-sized gas giant, where it feeds on ammonia and methane. After birth, it becomes a parasite to water-bearing planets, transporting the water interdimensionally through itself *into* itself, a process that lasts millions of years. The water that passes through it accretes into vast oceans that eventually become so massive that they undergo nuclear fusion and form stars. The Artifact reproduces asexually, building up a source of genetic material inside itself from other life forms, which evolve inside it as a result of the water it contains, and thanks to enzymes in the fungus that can replicate DNA and give the Artifact the intelligence it needs to start building new gas giants – its eggs – for the next generation. Essentially, when it has built enough stars, it surrounds each one with a number of orbiting gas giants, and seeds them with a small planet-sized egg, and the whole cycle repeats. The process of giving birth requires a switch back to ammonia and methane, destroying the oxygen-based ecosystem that develops inside the parasite and presumably killing the Artifact.

Everything living inside the Artifact is part of its reproductive cycle. The fungus, which introduces changes into its environment, is effectively a smart molecule changing species constantly in order to dictate conditions within the Artifact. Its spores, for example, become the schill, which the monkeys eat, making them develop parasites, become ill, and throw themselves into deathpools and oceans, where the parasites emerge and swim through singularities to the eggs, which they then fertilize. Such parasites can also be transmitted by other creatures, including the flying octopi, though the effect on humans and other beings can vary. There is some evidence to support the idea that human investigation of the Artifact sped up the formation of the required intelligence, and thus the process by which it would spawn more water parasites.

The fungus has telepathic properties as part of its intelligence-accretion function, and it connects all life forms native to the Artifact. Visitors can easily fall prey to parasites carried by the fauna and flora, and become connected to the Artifact in a similar way. It is possible to use that psychic link to stimulate the fungus to create useful enzymes, including anti-radiation drugs. The Doctor used the link to change the life cycle of the Artifact so that its offspring would grow to be symbiotes rather than parasites, preventing the destruction of the forty or fifty thousand water-bearing planets over the next million years, and ostensibly neutering them.

As each Artifact evolves independently, it is possible other specimens would hold very different life forms, depending on the plants and animals it came in contact with, but their functions would be much the same.



MONKEY ("BUILDER")

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 3, Strength 2
Skills: Athletics 3 (AoE: Zero-G), Convince 1, Craft 4, Fighting 2, Knowledge 1, Marksman 3, Medicine 1, Subterfuge 1, Survival 3, Technology 3, Transport 2
Traits: Additional Limbs (7 arms), Alien, Alien Appearance, Climbing, Eccentric (Major), Natural Weapons (Major) – Microwave attack: 5(3/5/7), Size: Tiny (Minor)
Tech Level: 3
Story Points: 1-2

ZERO-G RAFT
Armour: 0 **Hit Capacity:** 6 **Speed:** 4

Traits: Flight (Minor; in Zero-G only), Travel
Story Points: 2

ARTIFACT OCTOPUS

Attributes: Strength 2, Coordination 3, Awareness 1
Skills: Athletics 3 (AoE: Zero-G), Fighting 2
Traits: Additional Limbs (tentacles), Alien, Alien Appearance, Flight (Minor; in Zero-G), Natural Weapons (Minor) – Poison tentacles: 3(1/3/4) per hour, Size: Tiny (Minor)

Arviem 2 is a pretty unremarkable planet. In fact, the most remarkable thing about it is that there isn't an Arviem 1. Even in a one-planet race, it came second!

By the start of the 27th Century, it has been colonised by humans. In this case, humans with such a powerful belief in science and rationality that anything approaching superstition or the inexplicable is illegal. Arviem 2's robotic science police and their human officers come down hard on anyone even hinting at such things.

As a result, the indigenous race, a primitive but sentient reptilian species called the Serpentiles, are gradually being kicked off-world because of their adherence to their religion. The Serpentiles are now confined to the acid swamps of the island of South Arviemia. They reject the human belief that life on their world evolved over millions of years and instead wordship Grohl, a dragon who, yellow of eye and pink of scale, breathed fire onto the planet a mere ten thousand years ago, and the rocks hatched and the Serpentile people of the planet came forth.

Three months after Arviem 2 joined the Federation, Inquisitor Xavier of the science police hired Bernice Summerfield (see *A47*) to investigate the sacred ruins of the Temple of Grohl and state without doubt that life on this world is the result of evolution. Except that Benny can't, because she knows that this will give the authorities a legitimate excuse to kick the Serpentiles out and destroy their relics.

On top of this, for a planet whose authorities prize rationality, some fairly irrational things have been happening. Whenever Benny has said words to the effect of "I need a miracle!", something apparently miraculous has happened. It might be frogs falling from the sky to cause a handy diversion, or beer turning red as its water content is transformed into wine, or the miraculous arrival of her zombified archaeologist colleagues in time to scare off the Serpentiles just as they were about to cut her tongue out. That sort of thing.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The creation myth of the Serpentiles is true but manufactured by a bar-owner called Renk Van Magnastein. He already has a chain of Earth-themed bars across the galaxy, but they don't really cut it on Arviem 2 where people revere science. So, when the Doctor arrived in his TARDIS, Rick spiked his lemonade with a drug that made him very suggestible. Under Rick's guidance, the Doctor genetically engineered the pink dragon and developed frog-like embryos that would spontaneously evolve into Serpentiles when the dragon breathed on them. They both went back ten thousand years and created all the life on the planet. The skeleton of the dragon can still be found in a cave near the ruins of the Temple of Grohl, as can the hollow rocks from which the original embryonic Serpentiles hatched.

Back in the 27th Century, Rick also prepared some "miraculous" viral advertising for his new chain of bars themed on the Serpentile religion. The rain of frogs are embryos dropped from his ship. Beer turning to wine is caused by nanites. Benny's archaeological team transforming into brain-eating zombies is the result of a mutation field Rick had the still-susceptible Doctor place around South Arviemia. The Doctor would be horrified to find that all this is just to ensure hordes of people come to Arviem 2 and spend money in Rick's bars! Though as Rick would point out, he has saved the Serpentiles.

Rick even gave the planet vanity plates by naming it Arviem 2. Arviem equals R.V.M. equals Rick Van Magnastein. RVM1 is Rick's ship, and RVM3 is his hoverbike.

SERPENTILE

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 3, Resolve 3, Strength 3
Skills: Athletics 2, Fighting 3, Subterfuge 3, Survival 4
Traits: Alien, Alien Appearance, Tough
Equipment: Sticks and clubs – Strength +2 damage
Tech Level: 1
Story Points: 1-3

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-Standard Gravity
LAND MASS: Archipeligopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Humans, Serpentiles
TECHNOLOGY LEVEL: 6 (humans), 1 (Serpentiles)

Twenty years ago, Azimuth was occupied by the Daleks. What is now a bustling plaza in the main city was a burial pit, and the perfumed air smelled only of putrefaction. It had been Azimuth's misfortune to be positioned as a perfect staging point between two solar systems, the one the Daleks came from, and the one they were invading. They enslaved what had been a thriving human colony and used them to service their fleet. But then the Doctor and Ace arrived and, with blood, ingenuity and the strategic application of a baseball bat, they liberated Azimuth.

Twenty years later, the city is a wide, well-ordered metropolis, with people hurrying from the underground trains to their offices in the morning and back home again in the evening. From overhead comes the gentle hum of hovercars zipping between buildings. Signs, street maps and even electronic rubbish bins offer helpful advice in calm voices. In the plaza, there is a bronze statue of a naked girl with a baseball bat. The inscription on the plinth reads "Liberty". But in marked contrast to the cleanliness of its surroundings, the statue is green with verdigris and has what appears to be chewing gum stuck on the end of the bat. It's the only object that's in anything other than pristine conditions as far as the eye can see.

When the Daleks had invaded, they made people work for them, as collaborators and informants as well as slaves. Some were willing to murder or worse, just in order to survive. After the war, Azimuth was riven by recriminations and became ungovernable. There was terrible violence as people turned on each other. It seemed as if Azimuth would destroy itself. Until three years ago when somebody wondered, what if they just forgot. So a law was passed making it illegal to mention the occupation and the "Events That Did Not Occur". The invasion has been removed from Azimuth's history books. Bugging devices throughout the city listen out for any mention of the Daleks, and anybody who does transgress is quickly picked up by the police and taken to the Correctional Facility for Re-education. The statue of Ace is scheduled for demolition.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Daleks have never truly left Azimuth. During the occupation, they set up an underground base to carry out a highly sensitive experiment. This was Project Nine-Zero-Zero-One, to produce a new clone body for Davros's consciousness for when his original body can no longer function. This project was seen as too important to the Daleks' future at a time when their home planet had apparently been destroyed by the Hand of Omega (see *Remembrance of the Daleks*). So although the Daleks were driven from the surface of Azimuth, the underground base continued to operate in secret.

For the past twenty years, the Daleks have insinuated themselves back into controlling the colonists. They have produced Dalek duplicates to replace many of those in key positions of authority and are controlling the minds of many others. Even Davros, who has been separated from his Daleks since Skaro's destruction but has somehow made it to Azimuth, is not aware of the Dalek base. He suspects that they are here, but he has been unable to contact them. Davros has therefore occupied a large house in the country from which he can monitor events and control his own puppets in the Azimuth police, watching for any sign of his creations. For their part, the Daleks are aware of Davros's activities and are content to wait until they are ready to make contact.

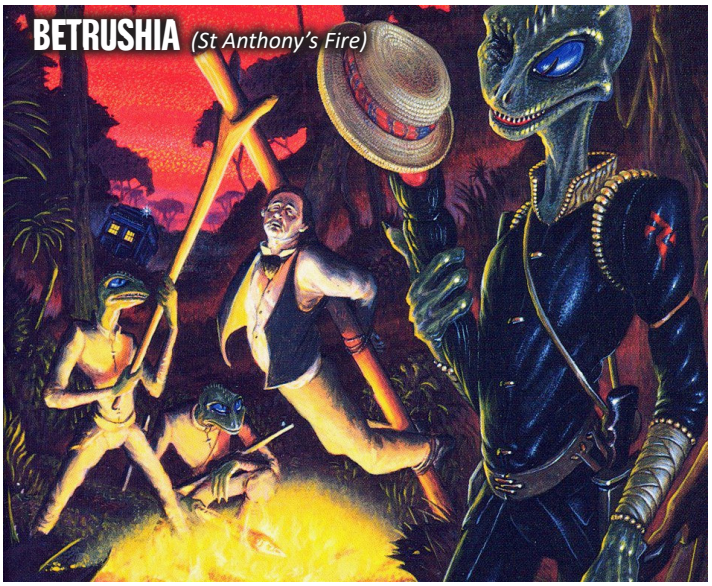
Within the base, Davros's clone has grown to manhood and is named Falkus (see *V128*). Although a Kaled rather than a Dalek, he is now the Dalek Supreme and sees it as his destiny to lead the Daleks, rather than be a mere host for Davros's mind. He has also captured Kurt Schalk (see *V149*) and is working to extract the knowledge to build the Persuasion Machine (see *G26*) from him.

HOVERCAR
Armour: 4 **Hit Capacity:** 8 **Speed:** 6

Traits: Flight (Major), Travel
Story Points: 3

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Humans, Daleks
TECHNOLOGY LEVEL: 6 (humans), 8 (Daleks)



Betrushia, a cloud-swirled green planet in the Massatoris system, is rich in minerals and legendary for its spectacular ring system. From space, it's beautiful, like a luminescent halo with every icy fragment and dust particle catching the sun and refracting it into a dazzling white light. From Betrushia's surface, the rings form a broad line like a pointillist rainbow that takes up half the sky, its colours shifting and merging endlessly. As night turns to day, shafts of sunlight set the rings ablaze, transforming them into an incredible display; a sky-bound ocean of glorious colour.

Betrushia is largely jungle-covered, though it also has wide oceans. The north-eastern jungles are infamous for extending endlessly in a curious splayed pattern, with isthmuses of dense vegetation broken by swollen rivers, like the imprint of a monstrous hand on the planet's surface. It makes any attempt at permanent habitation in these regions very difficult, as the mass of deep, dark, leathery foliage spreads like bacteria over the straight lines of civilization, sticky seed pods and mosses choking every effort at clearance. Perhaps worse, the jungles are wet. Relentlessly, unmercifully, unbearably wet.

This world is the home to the Betrushians, a race of sentient reptilians. By 2148, after Earth has established the Eleventh Colony on the neighbouring planet of Massatoris, the Betrushians are at an industrial level of development. At this time, they still use oil lamps and projectile firearms, for example. But they have developed powered flight in the form of primitive dirigibles. These are comprised of a number of bladder balloons strung together under a kind of coppery mesh, with a fragile-looking gondola slung underneath. A gondola's interior is cramped and fitted with panels of instrumentation.

There are two distinct ethnic groups of Betrushians, the Ismetch and the Cutch, which have been engaged in a bitter war with each other for the last fifteen years. The Ismetch-controlled countries are in the north, with their capital city at Porsim, while the Cutch's territories are smaller and diminishing as the conflict grinds on. Both Ismetch and Cutch look very similar. They are both bipedal and thin by human standards. They are both covered in grey scales and have crested, lizard-like heads. But the Ismetch have more impressive crests running from their nostrils to their temples, while the Cutch have bulbous eyes on serrated turrets.

The Ismetch and the Cutch have their own religions. While the Ismetch worship a single god, the Cutch are polytheistic. But the root cause of the war is because the Ismetch consider the Cutch to be racially inferior, that they are less intelligent, more devious and aggressive. The Ismetch want to exterminate the Cutch to prevent them contaminating their bloodline.

The Ismetch and the Cutch are not the first sentient species to have evolved on Betrushia. Both their religions tell of the Time Before, when another race walked the planet. From the descriptions, they were a mammalian people, not dissimilar to humans. But both religions also tell of the coming of the Keth (see *V148*), which wiped out that ancient race and almost destroyed Betrushia. Who or what the Keth were is unknown. But it is said that they will come again to destroy Betrushia and its people.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Keth was an organism created by the ancient Betrushians, who were technologically highly advanced. It was designed to act as an evolutionary regulator, to assess a lifeform's suitability and destroy those that didn't match its programmed standards. But the Keth decided that all life should be wiped out, and the scientists who created it were unable to stop it from destroying them. All they could do was prevent it from leaving their world. To do this, they constructed a ring of satellites around Betrushia that somehow restrained the Keth's behaviour.

The Keth is still alive deep beneath the surface of Betrushia, but dormant. If the planet's rings were to be disrupted, it would awaken and bring about the end of the world!

BETRUSHIAN RACE PACKAGE
Cost: 0 points
Attributes: Strength -1 (-1)
Traits: Alien (+2), Alien Appearance (-2), Tough (+1)

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Betrushians (the Cutch and the Ismetch)
TECHNOLOGY LEVEL: 4

THE BRAXIATEL COLLECTION *(Theatre of War)*

In the late 26th Century, the Braxiatel Collection was established by Irving Braxiatel (see *A74*) on a remote asteroid known only by an alphanumeric designation, KS-159. The Mansionhouse that houses the Collection and the extensive grounds that surround it are modelled on the Palace of Versailles and its gardens, all protected beneath an energy barrier that prevents the heat and atmosphere from dissipating into space.

It is often said that Brax won asteroid KS-159 in a game of cards. Various reasons have been offered as to why he then located the Collection on it. In the 26th and 27th Centuries, its position is in neutral space roughly midway between the Earth and Draconian Empires, offering a modicum of protection from both. It is sometimes said that Brax's status as a Time Lord has given him the future knowledge that the Collection will be safe here. But successive invasions by the Fifth Axis, Daleks, Draconians and others belie this. The existence of a dense field of extra-dimensional energy on the asteroid may also be a factor, allowing Brax to tap it for his own esoteric purposes.

The reason for the existence of the Collection at all is far simpler. Brax wants to save and protect those priceless and beautiful artefacts that history records as being lost or destroyed. Playing fast and loose with the laws of time, he has used his Time Lord position to steal the countless objects that are now housed in the Collection, often from mere moments before their recorded destruction.

The Braxiatel Collection is arguably the finest and most extensive collection in the known worlds. It is pointless to ask what it is a collection of. It is a collection of everything. It's rumoured that Braxiatel has a whole gallery devoted to Deauxob of Glanatanus; that Parry's original survey notes from the abortive Telos expedition have a small place on a long shelf in the archaeology archives; that somewhere in a dust-covered specimen cabinet lurks a complete manuscript (some people even said the original manuscript) of Osterling's *The Good Soldiers*. The claims are of course outrageous, and the increasing number of academics of the galaxy who have actually been to the Collection find it easy to believe them all.

As a private collection, it accepts visitors by invitation only, and sponsors research on a hundred planets and as many deep-space missions entirely at the whim of its brilliant and reclusive owner. The only condition attached to a grant or to the provision of research facilities is that the findings – both the theories and the raw data which feed them – be returned for storage within the Collection. A small price to pay for funding or access to such an archive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

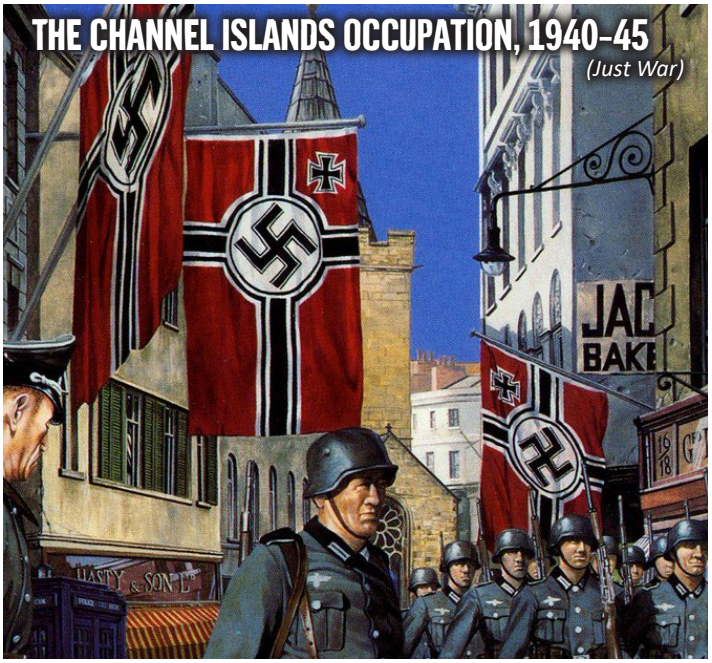
The existence of the Braxiatel Collection seems to be temporally unstable. Although Bernice Summerfield (see *A47*) originally visited it in the late 40th Century, the Collection seems to have winked out of existence some time in the early 27th following a series of temporal shifts somehow connected with the extra-dimensional energy field.

At that time, a number of luminaries lived or worked on the asteroid. In addition to Brax and Benny, the Collection's employees have included Jason Kane (see *A80*), Bev Tarrant (see *Volume 1*) and Adrian Wall, a Killoran (see *The Sixth Doctor Expanded Universe Sourcebook*).

Brax's private chambers within the Mansionhouse are actually a small part of the disguised interior of his TARDIS.

PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: various
TECHNOLOGY LEVEL: various (Brax's Tech Level is 10; others are generally 6)



The Channel Islands, comprising the Bailiwick of Jersey and the Bailiwick of Guernsey, were the only parts of the British Isles to be occupied by German forces during the Second World War. Although the Islands are not part of the United Kingdom and have been administered separately since the 13th Century, the UK is responsible for their defence and international relations.

For almost the first year of the War, life changed very little in the Channel Islands. But on 15th June 1940, after the defeat of France, the British Government decided that the Islands had little strategic value and could not be defended. The lieutenant-governors were withdrawn to Britain. The Islands were demilitarised, but plans for a civilian evacuation were not made until very late and resulted in confused communications between the Government and the various islands. In Guernsey, 5,000 school children and 12,000 adults out of a population of 42,000 were evacuated, while on Jersey, only 6,000 out of 50,000 left. Many evacuated children were separated from their parents for the duration of the War.

The Germans did not initially realise that the Islands had been demilitarised and approached them with caution. On 28th June, the Luftwaffe bombed the harbours of both Guernsey and Jersey, including a line of lorries loaded with tomatoes in St Peter Port, which had been mistaken for a troop convoy. A German reconnaissance pilot landed on Guernsey on 30th June and reported the lack of any defences, and a platoon of Luftwaffe airmen followed that evening.

Guernsey was now under German control, with Jersey following on 1st July, Alderney the following day, and Sark on the 4th. The German forces quickly brought in infantry and set up communications and anti-aircraft defences. For the remainder of the War, the Channel Islands became the most fortified place in the world as part of the Atlantic Wall. The Islands were de facto incorporated into Vichy France and were administered as part of military government Area A based in St Germain. An order was given that laws passed by the Islands' legislatures needed assent by the German kommandant, and that German orders were to be regarded as legislation.

Occupation by a foreign power was a great shock to the Channel Islanders. Many lost their jobs and it was difficult to find work with the German occupiers. Property was requisitioned for German use. On such a small territory, active resistance such as that carried out in France and other occupied countries was difficult. One view was that it was not only risky but would be counterproductive and the population was particularly vulnerable to repercussions and reprisals. Nevertheless, small acts of defiance and protest were possible. Many locals were sent to prison and some were deported to concentration camps.

Guernsey was the site of a hidden airstrip where the top secret Hartung Project (see *V162*) was located. Of the smaller islands, almost all residents were evacuated from Alderney and it became heavily fortified with bunkers and gun emplacements. Herm Island was used by the Germans to practice boat landings in preparation for a planned invasion of Britain, and for shooting and training. Sark was the subject of a raid by British commandos on 3rd October 1942, with the aims of capturing prisoners and for offensive reconnaissance.

Life on the Channel Islands became more and more harsh as the War continued. In September 1942, civilian radios were confiscated, further reducing morale. Food and fuel became scarce and crime increased as a result. But worse conditions by far were inflicted on the Soviet prisoners imported to work as a slave labour force on German construction projects. They were provided with only scraps of food and clothing and were worked to death.

Before the War, the Channel Islands had been dependent on importing the majority of their food supplies. During occupation, there was an increased reliance on food grown on the Islands, both commercially and in gardens, supplemented by shipments from France. The Germans requisitioned food that was grown, to be shared between civilians and soldiers. As the War progressed, the proportion going to the soldiers increased.

As the Channel Islands were heavily fortified, the Allies decided to by-pass them during the D-Day landings of June 1944. As a result, the German supply lines to the Islands were severed. The winter of 1944-45 was therefore particularly desperate and both civilians and occupiers were close to starvation, with people queuing for hours for even a few cabbage leaves or potato peelings. The arrival of Red Cross food parcels from 27th December onwards helped.

The Channel Islands were only liberated after the surrender of Germany. On 8th May 1945, the islanders were informed that the War was over, with *HMS Bulldog* arriving in St Peter Port the following day to take the unconditional surrender of the occupying forces. *HMS Beagle* performed a similar role in liberating Jersey. After almost five years, the Channel Islands and their people were free.

THE DAGELLAN CLUSTER *(Death and Diplomacy)*

Before Earth explorers discover it, the sector of space occupied by the Three Empires is known only as the Cluster. By the 26th Century, it has been named the Dagellan Cluster after the captain of the first Earth ship to reach it.

The Three Empires are those of the savage Dakhaari, the warlike Czhans and the sophisticated, decadent and oilily conniving Saloi. Each occupies more or less a third of the Cluster. None of the Empires can expand any further, surrounded as they are by a loose confederation of independent planets with a markedly higher technological level. They therefore exist in an uneasy border-skirmish stalemate with each other and deadlocked by the world outside.

But by what on Earth is the early 21st Century, this uneasy stability threatens to be blown catastrophically apart. The sparking point is the small and almost entirely insignificant planet of Moriel, poised equidistant between all three Empires' spaces and thus, potentially, of supreme tactical value for any concerted, overt campaign.

Beyond the Three Empires, there are four hundred or so non-aligned worlds in the Cluster. With the Three Empires gearing up for war, interplanetary trade is being impacted, particularly that of the more dubious kind. The defensive forces of every non-aligned world are not unnaturally feeling a little paranoid, and any ship that comes near them without proper authorisations and call-codes is likely to find itself blown peremptorily out of the sky.

The star systems of the Cluster are interlinked by a three-dimensional latticework of standing electro gravitational fields, along which ships crawl via a relatively low-energy and low-maintenance process, more or less analogous to vehicles driving along a network of roads. The standing fields don't extend out into the galaxy at large, and to travel intergalactic distances at this time is a lengthy and risky proposition.

Much of the technology within the Cluster is based on mechanetics, an esoteric blend of electronics, mechanics, hydraulics and self-winding clockwork. The designs of the ships of the Three Empires have been influenced by the dominant characteristics of their respective cultures. Those of the Dakhaari look like they have been constructed from lashed-together cargo-cult debris. The Czhanos dreadnoughts are blunt iron military vessels. And the Saloi build sleek war-stilettos that glide subtly through space.

The inhabitants of the Three Empires are all of a basic bipedal hominid type that is common throughout the Cluster. The similarities may hint at a common ancestor somewhere back in the distant past, but there are some differences. Male Czhans, for example, are huge and barrel-chested with milk-white skin, jet-black hair and vestigial tusks. Whereas the lithe Dakhaari have olive-green skin and tiny ears.

In behaviour and personalities, the inhabitants of the Three Empires are living caricatures. While the militaristic Czhan march from one place to another in full dress uniform with additional braid and frogging, often to the strains of a military zinc band, the savage Dakhaari prefer to rampage. And while the Dakhaari are squabbling and fighting among themselves as they go, the cunning Saloi sidle along, darting from shadow to shadow, their backs to the walls, their forearms raised to shield their lower faces with their black robe sleeves.

Something common to all occupied worlds in the Three Empires is a universal fear of the Hollow Gods, which manifest as vast, grey, insubstantial figures standing miles into the sky. It is generally believed that the Hollow Gods are pretty much omnipotent and that they have destroyed entire star systems in the past.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The true rulers of the Three Empires are a diminutive and obscure race that are generally known as Plobs. A mere twenty years ago, they appeared on the planet Moriel which is the cause of the current build up of tensions in the Cluster. But the unobtrusive and non-threatening appearance of the Plobs hide their true natures. They are actually the Skrak (see *V185*), a race of rat-like creatures who are using primitive temporal projection technology to create the Hollow Gods and project them back thousands of years throughout the history of the Three Empires. The Skrak have been retroactively manipulating the development of the Three Empires, bringing them to the brink of war. After the Empires have destroyed each other, the Skrak will step in, salvage their technology and military hardware, and take control.

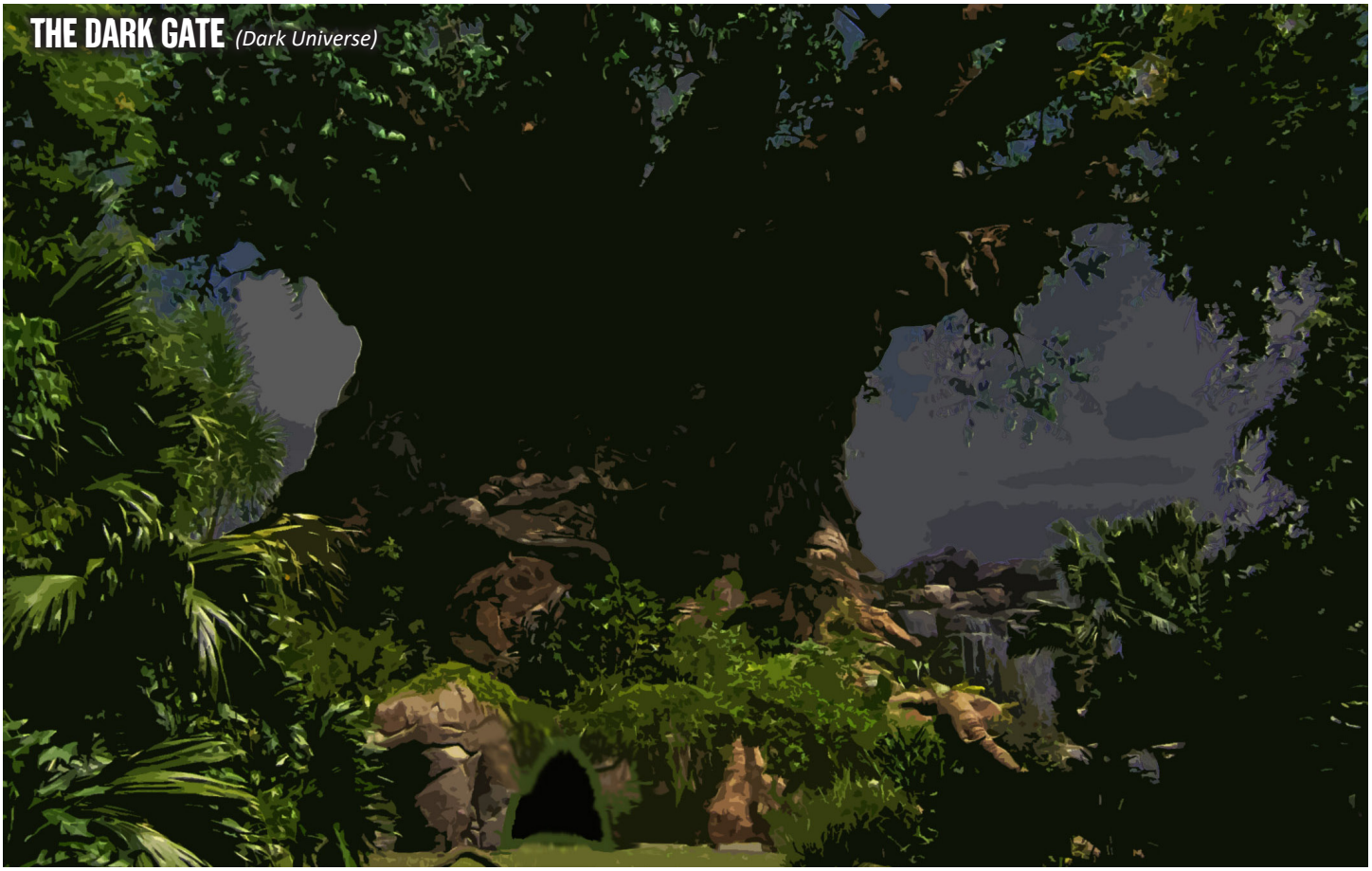
CZHAN SOLDIER

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 5
Skills: thletics 2, Fighting 3, Marksman 4, Survival 1
Traits: Brave, Distinctive, Tough
Equipment: Blaster Carbine – 6(3/6/9) damage; Sabre – Strength +2 damage
Tech Level: 6
Story Points: 2-4

DAKHAAR WARRIOR

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 3, Resolve 3, Strength 3
Skills: Athletics 3, Fighting 4, Marksman 3, Survival 3
Traits: Brave, Distinctive, Frenzy, Impulsive
Equipment: Spear – Strength +2 damage in close combat, 4(2/4/6) damage when thrown
Tech Level: 6
Story Points: 2-4

THE DARK GATE *(Dark Universe)*



Vale do Javari in Brazil is one of the most jealously guarded areas on Earth. It is an unexplored area of rainforest that has a mystical reputation. Nobody enters it without special permission from the Ministry for Indigenous Peoples, and even then they find it to be heavily protected. For hidden deep within the Vale is the Dark Gate.

The Dark Gate has exerted a strange influence over the flora and fauna with the Vale. Prehistoric plants such as Gilboa trees thrive here, and dire wolves and other extinct creatures hunt. A local tribe acts as the guardians of the Dark Gate. They have protected it for generations and have acquired tools to help them do so… tools like laser weapons, incongruous in their hands. Even a TARDIS can't bypass these sentinels, as the Gate would compromise its systems, and any dematerialisation within a hundred miles of it could flip the Earth on its axis.

Access to the Dark Gate is within a tree large enough to fit a tower block inside. Yet it is all but invisible until you are almost on top of it, protected as it is by a perception filter. There is no sign of a door into the tree, but there's a concealed dimensional portal. There is a security lock of Gallifreyan design to overcome (a Difficulty 18 Ingenuity + Subterfuge roll if you don't have the key), which allows access to a bubble environment attached to the event horizon of a dimensional shift. Basically, you pass through the tree into another dimension, rather like entering a TARDIS

Inside is just a buffer zone. Full access to the Dark Gate isn't possible until the correct stellar alignment, at which time the interior dimensions suddenly get a lot bigger as the buffer zone shifts to another world. A long, steep ramp then appears, leading down into the rocky depths, the air becoming warmer and wetter the deeper you go.

At the bottom, you pass through a Time Lord sense barrier, which disconcertingly shows you a glimpse of either your near past or near future as its chronon buffers are out of sync. You then enter a cavernous chamber, and through the safety glass around its walls is a scene of Hell, a lava-world of heat and bubbling and incendiary weather. Ahead is the Dark Gate itself, like a black mirror the size of a cliff, except that you can see through it… into the Dark Universe.

A very long time ago, the Time Lords began to observe other universes. Ones where everyone had time travel; others where the Time Lords never existed. Among their discoveries was the Dark Universe, a place where one race has risen to such unlimited power that they are the only species left. They have destroyed everything and are left as a pinprick of all-consuming life at the heart of an empty, black universe.

The Dark Citizens of this Dark Universe sensed they were being watched, so the Time Lords closed the portal they had opened. But only just. The Dark Citizens were still able to use their powers

to kill everyone in the chamber. But they could not break through. Since then, they have been waiting on the other side, waiting for somebody to open the Dark Gate for them and let them in.

The Time Lords should have destroyed the Dark Gate. They could have, but they have kept it as an ultimate weapon, just in case they ever want to use it themselves and let the Dark Citizens through. It would mean the end of everything in our universe of course. But there might come a day when the ultimate sanction was needed. Such was their thinking.

The Dark Citizens are hideous mockeries of life, moving through the Dark Universe as though swimming through black water, rising through the dark matter of their reality towards the Dark Gate. They are terrifying and utterly alien, with faces like boiled chicken. Cold, wet and horrible. It looks like their flesh could be peeled from the bone, white and dead. Their voices are a terrible, insidious hissing, light as a whisper and yet loud enough to rattle windows.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Dark Citizens have the power to alter reality itself by manipulating the timelines. It's no more power than the Time Lords have access to, except that the Dark Citizens are prepared to use it. Gallifrey has exactly the same resources that the Dark Citizens did at first. The Time Lords have the Matrix, the largest data processing system in the universe. A system so complex it may as well be a universe of its own.

The Dark Citizens also have a Matrix of their own. After all, they were the Time Lords of the Dark Universe. The Time Lords of our universe once considered using the Matrix in exactly the same way as the Dark Citizens do, using it to control every single event, every single outcome, computing the almost infinite data needed to control the timelines absolutely. They built a unit to operate it, the Heavenly Paradigm. But Rassilon, in a strangely sensible mood, stopped them.

The Dark Citizens didn't stop though, and they have used their Matrix to write and rewrite the timelines of their universe. They can control the timelines utterly. They have done so to destroy all the other species. The Dark Universe's equivalent of the Daleks, the Cybermen, the Sontarans and all the others. Just written out of history with a mere thought, an instant in which they simply never were, or were aged to dust.

The Dark Citizens are the masters of an empty universe. They had thought to spare some species, a few galaxies here and there, solar systems that interested them. But those other species always fought. Eventually, the Dark Citizens had to kill them all, every last living being, just to enjoy the peace.

Now they want to do the same to our universe, and only the Dark Gate prevents them.

DARK CITIZEN

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	8	STRENGTH	3

SKILLS
Convince 4, Craft 5, Knowledge 4, Science 5, Subterfuge 3, Survival 3, Technology 4

TRAITS
Alien
Alien Appearance
Fear Factor 2
Feel the Turn of the Universe
Hypnosis (Minor)
Special – The Matrix Incarnate: Dark Citizens can manipulate the universe around then as if it were the Matrix (see *The Time Traveller's Companion*). En masse, they can wipe out entire species and star systems, even galaxies.
Tough
Vortex

TECH LEVEL: 11

STORY POINTS: 5-8

DETRIOS *(Head Games)*

The grey sphere of Detrios is a world without a sun. Centuries ago, the ancestors of the Detrians predicted that their sun would vanish, so they had time to prepare. The people moved underground and constructed grids which gave themselves centuries of power. They were supposed to use that time to find a permanent solution. But this has never happened.

The original, indigenous inhabitants of Detrios are a race of lizard-people. They have long prehensile tails and lipless mouths that draw back to reveal razor teeth and thin tongues. Until the arrival of the more humanoid Detrians generations before the loss of the sun, the lizard-people were a proud military race. But since then, they have been reduced to an underclass on their own world.

The rulers of Detrios are human-like, but with skin of a deep, rich black not found on Earth. They are hairless, lacking even eyebrows. With each generation spent underground, the Detrian humans have become paler, weaker and smaller. Darker skinned children are prized, while the paler ones are scorned.

There is an understandable friction between the two races. But the lizard-people are marginalised and live in squalor alongside the poorest of the humans. There is a Reptilian Liberation Movement, members of which wear distinctive blue uniforms. It is an outlawed organisation, and there is frequent civil unrest between humans and reptiles.

After long centuries of the Great Darkness, the Miracle appeared in the heavens. Its crystalline form now hangs overhead in the obsidian sky, twinkling with its own internal light. It provides light and oxygen to Detrios, but only a little heat. Nevertheless, it is now safe to venture out onto the surface again, for the humans at least. The lizard-people need to wrap themselves in thick layers of clothing, and even then, the temperature saps their strength.

Since the arrival of the Miracle, the people have been able to start rebuilding on the surface and to drain solar power from the Miracle to recharge their grids. Much of the old city is still abandoned and in poor repair after centuries of neglect. Construction of a new, gleaming white Citadel for the Ruling Family and the privileged classes is underway, though it is still not even half completed.

Down in the underground cities, the standard forty-segment day of the Old Sun is still observed. The lights of the indoor streets gradually brighten and fade to mark the distinction between day and night.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

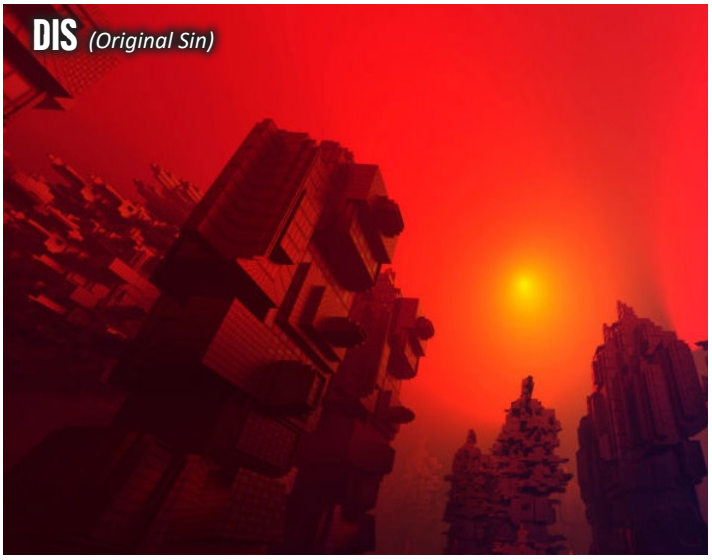
The Miracle is the crystallisation of fictional energy around a transdimensional rift between the real universe and a fictional sub-dimension. The rift was created when a time machine built by Kadiatu Lethbridge-Stewart (see *A85*) burnt out of control and punched a corridor through space-time. It has created its own protective barrier in the form of the Miracle, a large, solid crystal the size of a small moon and composed entirely of fictional energy. It is thus immune to analysis and to most forms of attack. Its one weakness is the intelligent mind, which can sculpt its raw material into an infinite variety of forms. Jason, the former Master of the Land of Fiction (see *L110*), is using it to create new fictional servants for himself.

DETRIAN RACE PACKAGE
Cost: -2 points
Attributes: Strength -1 (-1)
Traits: Distinctive (-1)

LIZARD-PEOPLE RACE PACKAGE
Cost: 0 points
Attributes: Strength +1
Traits: Alien (+2), Alien Appearance (-2), Marginalised (-1) Tough (+1), Weakness (Minor: -4 to all physical activity in temperatures below 5° Celsius) (-1)

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 1 (The Miracle)
SENTIENT SPECIES: Detrians; lizard-people
TECHNOLOGY LEVEL: 5



The planet Dis in the Canopus System was originally the home planet of the Greld (see *The First Doctor Expanded Universe Sourcebook*). When the Greld resisted the expansion of the Earth Empire in the Third Millennium, the Empire launched a quark bomb into their sun, forcing it from a white dwarf to a red giant. The outer layers of the sun exploded, sterilising the Canopus System and annihilating the Greld.

The Empress at the time decreed that Dis would make a perfect prison planet, even though it now existed within the photosphere of its sun, and so the prison was built. Dis now bristles like a hedgehog with mountainous laser turrets and plasma-gun emplacements, their sides melted and seared by the heat. Inside the rooms and corridors beneath the surface, refrigeration units work at full capacity just to keep the environment at anything approaching a tolerable temperature. The heat and consequent condensation results in a thin layer of liquid over the surfaces and grey, patchy fungi clinging to the walls.

Dis is used to hold two categories of criminals. Firstly, there are the criminals who can't be brain-wiped and re-charactered. Those who are either naturally resistant to the process or who have already gone through a couple of wipes but still commit crimes. Secondly, there are those criminals who would be figureheads and foci for discontent if released back into their own societies. Terrorists primarily, but there are also a number of despots and former rulers whose planets have been annexed into the Earth Empire. They are not killed as that would be barbaric, so they are incarcerated on Dis.

The most notorious prisoner held on Dis in 2975 is Professor Zebulon Pryce. Pryce was a respected physicist who discovered how to produce icarons, artificial tachyon particles used in hyperdrive ships. The Imperial Landsknechte offered him facilities and a grant to study the weapons applications on Purgatory. What wasn't understood at the time was that icaron radiation causes people to become psychotic. Pryce successfully hid his homicidal obsessions for three years. During that time, he carried out appalling experiments in secret on Landsknechte personnel that he managed to kidnap. He kept them alive for weeks, gradually dissolving the flesh from their bones with coronic acid but leaving their circulatory systems and nerves still intact, until they were just skeletons with staring eyes.

Pryce is highly intelligent. He is kept in solitary confinement for the safety of everyone on Dis, staff and prisoners alike. Given any opportunity, he will engineer as many deaths as possible. Pryce prefers to be naked. His appearance is unsettling as his eyes are matt black with no distinguishable pupils, either an effect of the icaron radiation or of genetic meddling. Looking into his eyes is like looking into a black hole. There is no feeling, no emotion, no character at all. But his voice is oddly warm and comforting, like that of a favourite uncle.

Despite his insanity, Pryce is an erudite conversationalist. The Doctor was unable to counter his philosophical argument that, objectively, there is nothing inherently wrong with murder.

PROFESSOR ZEBULON PRYCE

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	3

SKILLS
Convince 5, Knowledge 3, Medicine 3, Science 5 (AoE: Particle Physics), Subterfuge 3, Technology 4

TRAITS
Bio-Chemical Genius — Boffin
Distinctive
Eccentric (Major) – Homicidally insane
Indomitable — Menacing
Technically Adept

TECH LEVEL: 7
STORY POINTS: 6

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-Standard Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard Toxic
CLIMATE: Super-Hot
SATELLITES: None
SENTIENT SPECIES: Humans (plus some non-human prisoners)
TECHNOLOGY LEVEL: 7

EARTH, 30TH CENTURY *(Original Sin, So Vile a Sin)*

By the 30th Century, the Earth Empire has been expanding inexorably across the galaxy for several hundred years, engulfing planets, star systems, and alien races and incorporating them into itself. Humanity has needed more and more territory to support a population that has increased exponentially. Many have left Earth to colonise these alien worlds on behalf of the Empire. But even so, the Earth is chronically over-populated.

On Earth itself, construction of the first Overcities, vast hovering skyscrapers, only began during the Wars of Acquisition of the 30th Century. But a few short decades later, over half the Earth's population live in them, heedless of the havoc they wreak on the environment (though towards the end of the 30th Century, some parts of Earth start to be terraformed, to undo centuries of pollution). Supported by intangible beams of gravity, the Overcities hover like regular, pendulous clouds. The wealthier families live on the higher levels. Parks and gardens cover the roofs, linked by a web of bridges and walkways. Travel around the Overcities is aided by null-grav shafts and moving pavements. It is said that a man could start walking in Spaceport One and end up back where he started without changing direction. It's just a romantic notion though; the Seacities aren't continuous across the ocean floor for a start.

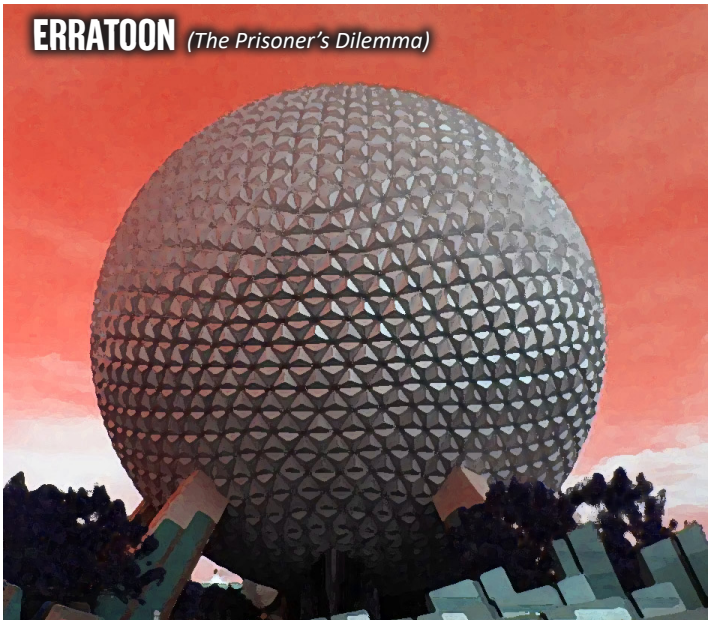
Beneath the Overcities, the surface of the Earth has been neglected and is only inhabited by the Underdwellers, those outcasts, criminals, malcontents and off-worlders who cannot afford to live in the Overcities or who are unwelcome there. In the Undercity, makeshift rafts and boats navigate canals that were once broad thoroughfares and ornately decorated streets. The harmonics of the anti-grav units above cause a build-up of dull pressure behind the eyes. A thick miasma hides all but the lowest levels of the towers hanging overhead. Down in the Undercity, it is always dark and it is always raining with the condensation trapped by the Overcities.

In the 30th Century, Earth and the Empire are policed by the Order of Adjudicators (see *A70*). The Earth also has its own army in the form of the Unitatus, separate from the Imperial Landsknechte. The Unitatus is a distant descendent of UNIT, founded to protect Earth from outside threats. It has kept going for centuries after it was seriously needed, and by the time the Wars of Acquisition commenced, it was widely considered to be a joke. Nevertheless, it is there to protect the Earth, against threats from inside the Empire as well as outside if need be. It has its own fleet of ships and occasionally fights alongside other Imperial forces.

The Earth Empire is ruled over by Helen the First, Divine Empress Gloriana, Glory of the Empire, Ruler of the High Court, Lord of the Inner and Outer Worlds, High Admiral of the Galactic Fleets, Lord General of the Six Armies and Defender of the Earth, formerly known simply as Helen Kristiansen. The Imperial Palace is not located on Earth, but is in orbit around Saturn. The Empress was crowned in the mid-29th Century, but is far older, perhaps centuries old. Her naked body hovers overhead in the Imperial Throne Room. It is a warty excrescence of flesh with stumps for limbs, bloated by the incurable, inoperable tumours and diseases of extreme old age. Thin wires halo her asymmetric head, leading to the machines that boost her intelligence and send it flying across space. She speaks with a booming voice that issues orders in a tone more like a machine than a human being. The Empress has ruled for so long that generations have lived and died without realising that she is Centcomp, the controlling intelligence that runs the Solar System and the Empire. Secretly, she is ready to die.

THE EMPRESS

Attributes: Awareness 7, Coordination 1, Ingenuity 7, Presence 5, Resolve 5, Strength 1
Skills: Convince 4, Knowledge 8, Technology 4
Traits: Alien Senses, Authority (Major), Cyborg, Impaired (Major: Lack of limbs), Indomitable, Networked (Major), Repulsive, Slow (Major: Immobile), Voice of Authority
Tech Level: 7
Story Points: 12



Erratoon is a small planetoid that was used as an Earth penal colony before it was forgotten about in the galactic recession. The town's museum contains holograms and footage of the original arrivals, all dressed in coarse, drab clothing and with heads shaved. Those original prisoners are long dead, but they flourished, married and had children, and their descendants are still here, under the watchful eyes of the robot warders.

Although Erratoon is no longer a prison planet, the rules and behaviours of those first arrivals have become part of society. People obey the warders unquestioningly, and those who don't are subject to correction. They're not imprisoned, but they have their memories wiped and are released with no idea who they are. People are very trusting on Erratoon. They'll answer pretty much any questions they're asked, but they never ask any back. Although they all smile broadly, they are dead behind the eyes.

There's no money on Erratoon. Everyone has enough food, so long as they all carry out their assignments. Checking seals on windows, washing fences, painting houses. It's a pointless routine that never ends, but it keeps everyone busy and the blocky, functional buildings in good repair.

Over the entire town, in fact around the whole planetoid, is a geodesic sphere designed to keep the atmosphere in. Inside, the air is processed, and the rebreathers need constant maintenance to stop it becoming stale and sweaty. The inside of the geodesic sphere is polished and shows a reflection of the town below. The only way to see the stars is through the optical telescope which projects through the artificial sky from the top floor of the museum.

Surveillance cameras are everywhere on Erratoon, but the robot warders are of low intelligence. They aren't programmed for the prevention of crime, but react to any transgressions after they've been committed. They are armed with non-lethal weapons, and their fingers are key-shaped to access control panels and security locks.

One of the largest landmarks on Erratoon is a great lake that disappears over the horizon. Families spend their leisure time here, lounging on the beach or taking boats out on the water.

What isn't known to the locals is that Erratoon is densely packed with Elysium ore. In another generation, this will become highly valuable as it will be a vital component in the fuel used to blast ships into hyperspace. As galactic law stipulates that the first claim on any mineral resources goes to the native population, the people of Erratoon are sitting on a fortune.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

During the so-called Key 2 Time quest (see *The Fifth Doctor Expanded Universe Sourcebook*), Erratoon's great lake was revealed to be a disguised segment of the Key to Time. The living tracer Zara converted it back, killing most of those on the lake at the time.

Shortly after this, a rocket launched by Zara's accomplice Harmonious 14 Zink, smashed through the geodesic dome. But the buildings had been designed to lift from the surface, well-maintained emergency systems cutting in to prevent any deaths as the population was dragged towards the breach. Automated repair ships dealt with the damage to the town while the warders floated off helplessly into space, and the hole became an access gateway for Erratoon's new spaceport.

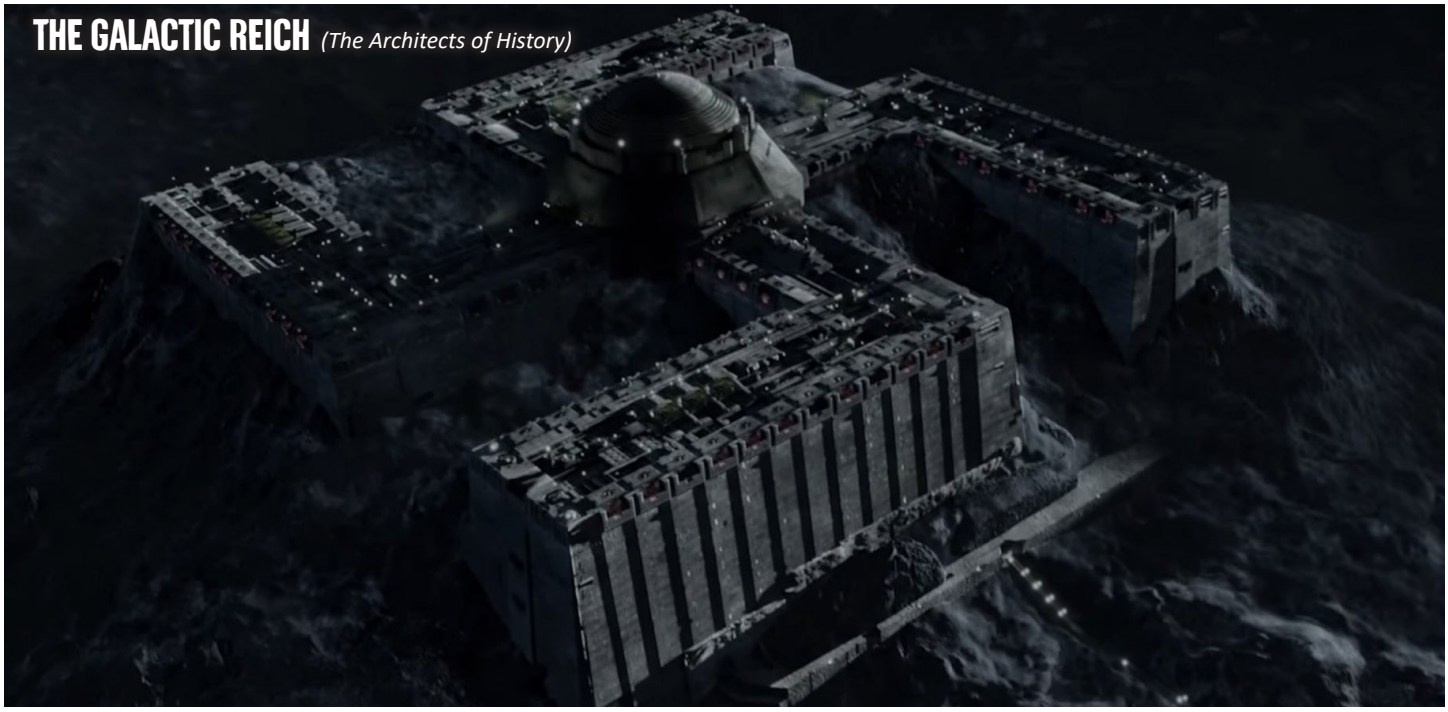
ERRATOON WARDER

Attributes: Awareness 4, Coordination 2, Ingenuity 1, Presence 1, Resolve 5, Strength 6
Skills: Athletics 1, Fighting 3, Marksman 3, Technology 2
Traits: Armour (5 points), By the Program, Obligation (Major), Open/Close, Robot, Scan
Equipment: Stun Blaster – S(S/S/S) damage
Tech Level: 6
Story Points: 1-2

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard within the geodesic sphere; none outside
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

THE GALACTIC REICH *(The Architects of History)*



After Dr Elizabeth Klein (see *A43*), refugee from a vanished timeline in which Nazi Germany won the Second World War, stole the Doctor's TARDIS, she used it to rewrite history again and again until she liked what she saw. She set out with the goal of restoring the timeline from which she came. But the TARDIS wouldn't let her meet herself, wouldn't let her correct the mistake she once made which resulted in her history from being extinguished. So she carried on changing things, again and again, becoming the architect of a better world than she had known. A Golden Age in which Germany not only won the Second World War, but went on to conquer the entire Earth. Any mistakes could be rectified by Klein going back in time and changing decisions and outcomes for the better.

Klein didn't stop there. By travelling back and forth across the centuries, she was able to accelerate Earth's technological development, using captured alien technology to enable mankind to reach the stars and conquer the galaxy in swastika-patterned spaceships. Selachians (see *The Second Doctor Expanded Universe Sourcebook*), Sontarans, even the Daleks were no match when Oberst Klein, head of Temporal Affairs, could just cancel out any defeat. Any threat to the Reich could be nullified before it even arose, wars could be averted before they started, and potential invaders from a score of worlds repelled.

By 2044, the centenary of the Golden Age, Earth is ruled by a single unified government which has ended famine and disease. The Nazis have rebuilt society on the principle that Earth must stand united against the outsiders that would divide and destroy it. But some lack the strength of will to maintain that unity. Some do not have the necessary genes to be strong. Those who are of the wrong race or even those with the wrong colour eyes are the underclass who are restricted to menial jobs, never to rise to positions of leadership or wealth.

In 2044, the Reich's Moonbase stands sentinel over mankind's birthplace. With an artificial atmosphere protected beneath an eco-bubble and a network of satellites scanning the heavens, the Moonbase is the first line of defence against alien attacks. Nothing should be able to enter the solar system without the Moonbase knowing about it. And if something did, it has defences decades ahead of its time, with fighter ships fitted with Dalek propulsion units and equipped with the finest weaponry of three galaxies. Within the Moonbase's Vault, there are devices and weapons seized from dozens of races, and others still in development and based on technology acquired from the Reich's conquests.

Meanwhile, in the Moonbase's cells is a very special prisoner, one whom Klein visits time and again. It is the Doctor, but a version whose history and memories have been repeatedly rewritten by Klein's activities. So far as this Doctor is concerned, he only met Klein for the first time a few months ago in his cell. Or so he says. But this is a version of the Doctor from the timeline of the Galactic Reich, and he is even more Machiavellian and ruthless than the one we know….

MOONBASE

Good Traits: Advanced Technology*, Alien Gadget*, Armoury, Computing Power, Fortified, Holding Cells, Laboratory, Landing Pad (spacecraft), Lockdown, Minions (research staff), Secure Base, Troops, Vehicle Pool (fighter spacecraft)

Bad Traits: Harsh Conditions, Isolated, Main Reactor, Ongoing Mission

*The specific technology and gadgets vary over time.

Sick of the same-old slaughter-appliances? In need a killer new killing machine? Then look no further! Garundel Galactic: for all your death-dealing needs!

Don't miss this exclusive offer. Roll up, roll up! For the sale of the millennium. Heck, the billennium! Blasters, tanks, missiles and bombs. No bang too big or micro-laser too small. If you've got the credits, I've got the kill-sticks. Cash buyers get preferential rates. Just name your method of destruction we'll have something that fits the bill. Or the kill. On application to attend, you become a preferred bidder, and you can browse our auction guide while you wait for the secret co-ordinates.

Amphibious rogue and black-marketeer Garundel (see *Volume 1*) has set up shop on an obscure lump of rock known only as Q-987. It's a J-class planetoid, uninhabited and with no natural resources or strategic value. It's basically an insignificant rock in space, which makes it the perfect choice for Garundel Galactic, a discreet auction house specialising in armaments. Not only is Q-987 unobtrusive, but this end of Mutter's Spiral seems to attract the more belligerent races (including humans), Garundel's key demographic.

Garundel bombards the secure comms channels of all the warlike species in this part of the galaxy with his advertising broadcasts. Those who respond will be provided with the opportunity to attend his next premium auction, with a deposit of two hundred thousand credits, up-front and non-refundable of course.

The auction house itself is within a modest dome in the middle of the desert that covers Q-987. Attendees will be greeted by Garundel himself and his beautiful (though blue-skinned and antennaed) Gadalaxian assistant Ziv with glasses of Cristal Champagne and plates of canapés. All weapons are confiscated by Ziv and put into secure storage (the "security pantry") for the duration, to be collected on departure. Just to make sure, there's an EM field around the whole sales dome, so energy weapons are pretty much useless – except maybe as clubs.

All communication signals to and from the dome and its environs are also blocked by the EM field. But there are a few blind spots here and there which allow comms to get through, if you can find them.

The auction itself is a parade of military machinery. The firepower is demonstrated on screen, then Ziv brings in samples on a hover-trolley. The items are all sold in batches, with Garundel taking the bids and Ziv fetching the next set of demo devices. It's a two-person operation.

Fifty metres from the sales dome is a concealed hatchway into a secure bunker in which all the military hardware is cached (along with the weapons confiscated from the auction attendees). This is the so-called security pantry, which is shielded against attack, scanning rays and even TARDIS materialisation. The hatch has a keypad lock. Inside the bunker, everything is labelled and very organised. Strangely, half of the auction items seem to be hollow plastic. But perhaps that's how weapons are manufactured in this part of space. There are also several banks of control panels within the bunker.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

With so many security systems criss-crossing this little planetoid, there are some very large holes. One might almost think they're deliberate. For example, Garundel's comms shield blind-spot gives him a nice clear channel to listen in on everyone using it.

In fact, the whole set-up is a con to allow Garundel and Ziv to make off with a valuable haul of confiscated weapons, the strongbox with the takings from the cash buyers and the deposits in their credit account. The bunker is actually their buried hypership for a quick getaway. Except that Ziv intends to double-cross her boss and make off with the lot. She may talk like a ditzy bimbo from Essex, but she's cleverer than she seems.

ZIV

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 4, Resolve 3, Strength 2
Skills: Athletics 1, Convince 3, Craft 2, Marksman 2, Subterfuge 4, Technology 3, Transport 4
Traits: Alien, Alien Appearance, Attractive, Charming, Wealthy (Minor)
Tech Level: 7
Story Points: 4

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: none (other than Garundel and Ziv)
TECHNOLOGY LEVEL: 7 (dome and bunker)

Gokroth is a largely forested world and with only a single settlement, a small village with a distinctly Medieval feel to it. The villagers are a superstitious people and their technology doesn't extend beyond the level of bows and arrows. But they are aware of space travellers, so they might not be as primitive as they first appear.

The village leader is a fierce woman called Trella. She has imposed a strict curfew since several of the villagers have disappeared recently, sometimes entire families. Now, they live in fear. Monsters are known to roam in the forests and a stranger lives in the castle in the nearby mountains. Dr Maleeva (see *A63*) is a scientist who is reputed to carry out unholy experiments, maybe even creating more monsters to loose on the village. Or perhaps she and her misshapen assistant Gor are kidnapping villagers to use in her experiments. The rumours are rife!

Trella has recovered a communications unit from a spaceship crash site in the marshlands and has set up a distress call, hoping to summon help from off-world. But she doesn't want to give her people false hope so she is keeping this information to herself and her son. At the same time, Dr Maleeva is broadcasting a quarantine message warning ships to stay away from Gokroth.

The monsters in the forest are more intelligent than the villagers realise and can speak in guttural voices. They have a basic society and have constructed a village of their own, though their huts are little more than hovels made from pieces of wood leaning together against the trees. The creatures are a disparate group, none the same as the others. They are hybrids of humans, animals, reptiles and birds. The leader is a large bear-man. Despite their savage appearance, he has imposed laws of non-violence on the others. They must not kill and they must only eat fruit and vegetation, though some of them struggle against their more primitive instincts.

The Doctor came to Gokroth looking for Mags, the Vulpanan werewolf he had encountered on Sagonax (see *The Greatest Show in the Galaxy*). Mags has heard of Gokroth's reputation and hopes that Dr Maleeva may be able to help her control her lycanthropy. Now her shuttle has been wrecked out in the marshlands and she cannot leave.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The monsters on Gokroth are not the result of natural evolution. There are traces of humanity and intelligence in the eyes, but mixed with many other species. They are humans who have been mutated by unethical genetic experiments carried out on Science Zeta Station. Dr Maleeva rescued them and brought them to Gokroth to try to reverse their condition.

Gokroth's atmosphere is riddled with morphic fields, energies in the air that permeate all living things. According to Zeta Station's records, evolution occurs at an unusually rapid rate on Gokroth. Colonisation was attempted years ago, but abandoned when the settlers showed signs of mutation. So Dr Maleeva set herself up in the colonists' abandoned castle and is using the morphic fields to aid her research. She uses her equipment to harness them and amplify their effect.

Those creatures that Maleeva has successfully returned to human form have had false memories implanted and are now the inhabitants of the village. Maleeva needs to keep an eye on them to ensure her cure is permanent before Gor transports them back to a human world – the truth behind the disappearances. But the villagers' fears and superstitions may mean that she may not be allowed to complete her work…

GOKROTH MONSTER

Attributes: Awareness 5, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 5
Skills: Athletics 3, Fighting 3, Survival 2
Traits: Alien Appearance, Fear Factor 1, Natural Weapon (Minor: Claws – Strength +2 damage), Tough
Tech Level: 1
Story Points: 1-3

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-Standard Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: None
SENTIENT SPECIES: Gokroth villagers and monsters
TECHNOLOGY LEVEL: 2 (villagers), 1 (monsters)

THE GREAT STORM OF 1703 *(The Eye of the Storm)*

On 26th November 1703, central and southern England was struck by a storm of catastrophic proportions. It lasted a week, with winds reaching speeds estimated as up to 120 mph. The Great Storm, as it was subsequently named, is considered to have been a Category 2 hurricane.

Damage was widespread. In London alone, around two thousand chimney stacks collapsed, while four thousand oak trees were felled in the New Forest. Four hundred windmills were reported to have been destroyed, with some bursting into flames as the winds drove their wooden gears at high speed. The lead roofing was blown off Westminster Abbey; the great west window of Wells Cathedral was destroyed; and major damage was caused to Llandaff Cathedral in Cardiff. The first Eddystone Lighthouse near Plymouth was also destroyed and its six occupants, including the builder, were killed.

In total, somewhere between eight thousand and fifteen thousand people are estimated to have lost their lives. There was extensive flooding in the south-west, and hundreds of people were drowned on the Somerset Levels, as were thousands of sheep and cattle. At sea, many ships were wrecked, some of which were returning from fighting in the War of the Spanish Succession. A convoy of merchant ships, along with their man of war escorts, was struck while sheltering at Milford Haven, resulting in the loss of thirty vessels. In the English Channel, many ships were blown onto Godwin Sands off the Kent coast, while in the Thames, around seven hundred ended up piled together in the Pool of London. The Royal Navy was badly affected, losing thirteen ships including the entire Channel Squadron. Estimates for Royal Navy casualties are anything up to ten thousand men.

Many contemporary witnesses viewed the Great Storm as the anger of God at the sins of England. It was the first weather event to be widely reported on a national level. In the immediate aftermath, Daniel Defoe advertised for accounts of the Great Storm, about sixty of which were accepted by him. A year later, he published *The Storm*, often referred to as the first substantial work of modern journalism. In it, Defoe claimed the loss of the sovereign fleet was a punishment on the Royal Navy's poor performance in the first year of the War of the Spanish Succession.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Great Storm was more than just an unusual and extreme meteorological event. It was the result of a temporal schism, a fracture in time that created two overlapping realities. As the storm developed, a second Earth appeared in the sky over London, larger than the Moon and threatening to rip ours out of reality.

It took the combined efforts of the Sixth and Seventh Doctors and River Song to prevent utter destruction. But the disaster was also of the Sixth Doctor's making. He had saved the lives of Isaac George and his fiancée Sarah Dean, when history records that they should have died. The resulting temporal anomaly allowed the future-devouring Sperovores (see *Volume 1*) a foothold on the Earth at this time. By manipulating the dimensions, they could create an alternative future in which the Earth is destroyed, with the two planets fighting for existence in our reality. The resultant spacetime anomaly would be cataclysmic and provide the Sperovores with a feeding ground on a planetary scale.

The Seventh Doctor realised that he needed to cancel the anomalous timeline by allowing Isaac and Sarah to die, something his previous incarnation refused to do. But does even the much more pragmatic Seventh Doctor have the ruthlessness to kill two innocents? Or will it fall to River to take decisive action to save the world?

Haiti is located on the island of Hispaniola in the Caribbean Sea, sharing it with the Dominican Republic. The island was originally inhabited by the Tainos, a people from South America, until the arrival of Christopher Columbus in 1492 led to it becoming a Spanish colony, and the indigenous population was marginalised and decimated by disease. Haiti was ceded to the French in 1697, but won its independence during the slave revolt of 1791-1804.

Haiti's first century as an independent republic was marked by periods of political instability, strained relations with other countries and, by the early 20th Century, crippling debt to France, Germany and the United States. At the start of the Great War, a small community of German settlers wielded disproportionate influence in Haiti's economy. In December 1914, the U.S. removed $500,000 from the Haitian National Bank, taking it to New York for safe-keeping until their debt was paid.

In February 1915, President Joseph Théodore was forced to resign after he was unable to pay the militiamen who had helped him to power in a coup. Théodore was replaced by Vilbrun Guillaume Sam, the fifth president in five years. President Sam soon faced a revolt by a group opposed to his strengthening of ties with the United States. Sam acted harshly and ordered the execution of 167 political prisoners.

Haiti is famous for its *vodoun* beliefs and practices. Haitian Vodou is a mixture of Roman Catholic and traditional African beliefs, with a folkloric influence from the indigenous Taino people. Adherents of Vodou worship *loa*, spirits who are servants to the supreme creator, Bondye. Each *loa* is responsible for a specific aspect of life. Notable *loa* include Papa Legba (guardian of the crossroads), Erzulie Freda (love), Simbi (rain and magicians), Kousin Zaka (agriculture) and of course Baron Samedi (the dead). Worshippers believe that if they follow a particular spirit's taboos and are diligent with offerings and ceremonies, the spirit will aid them. If they ignore their *loa*, sickness and bad luck will follow.

Vodoun priests and priestesses are *houngans* and *mambos*. They are usually chosen by their dead ancestors and receive divination while possessed by the spirits. They tend to do good and protect others from spells, though some also use their powers to hurt or kill. Contrary to popular belief, the creation of *zombis* is not part of vodou, but is the province of sorcerers known as *boeors* or *bokors*, who work with both light and dark magic. *Zombis* are not the undead, but are people who have been rendered docile and enslaved by means of a *bokor*'s potions and rituals.

When the Doctor, Ace (see *A39*) and Benny (see *A47*) arrive on Haiti in the summer of 1915, President Sam is still in power, but only just. The Americans are about to invade to secure their interests and will round up rebels and government forces alike to try to stabilise the situation. Meanwhile, German spies operate in and around Haiti, and there is a secret German naval base constructed under one of the island's mountain. But more dangerous by far is the *houngan* and *bokor* Gilles LeMaitre (see *V133*), who has the power to create *zombis*. LeMaitre is a servant of Cthulhu, a Great Old One (see *V136*) sleeping in its crypt deep beneath Hispaniola, and intends to wake it in an act of revenge against the white nations who enslaved his village and killed his family so long ago.

VOODOO WHO

Surprisingly, voodoo has featured very sparingly in *Doctor Who*. *White Darkness* is the only story to attempt an accurate depiction of *Vodoun*, and even here it is mixed with elements of H.P. Lovecraft's Cthulhu Mythos. Elsewhere, the Whoniverse's many and varied zombies owe much more to Hollywood films and *The Waking Dead* than to Haitian *Vodoun*.

Faction Paradox (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) are described as having the trappings of the voodoo cults of Mutter's Spiral and using voodoo science. Members of Faction Paradox are able to summon *loa* for guidance and help. The Time Lords built a validium-based weapon called the Cold, which the Faction Paradox-influenced Remote believe to be a *loa*. The Time Lords themselves consider the *loa* to be mathematical equations (perhaps akin to block transfer computations) rather than spiritual entities, whereas the Immortal known as Hermes suggested that the *loa* are another group of Immortals (see *The Third Doctor Expanded Universe Sourcebook*). So the jury is still out on their true nature.

In short, voodoo is a relatively untapped source of inspiration in *Doctor Who*, and GMs can use and adapt whichever interpretation most fits their needs.

HAVEN *(Companion Piece)*

From space, the planet Haven is a patchwork of blue, gold, green and bronze, hanging against the inky blackness of space. It has an unspoilt atmosphere, a lazy pace of life, little technology. It's a planet of fields and crops, a planet of food. It was that abundance that persuaded Earth's Council of Settlers to land on Haven in the 28th Century, to break one of their most sacred laws: "Don't contact a people until they're evolved enough to be contacted."

Even so, contact with the indigenous human-like population was kept to a minimum, except by the Roman Catholic Church. Apart from the priests and the monks and other Church functionaries who mingle freely with the populace, in the twenty years since first contact, almost none of the natives have actually seen an off-worlder. They take the grain that is grown and the crops that are harvested. They pay good money to the farmers that work the fields. But they remain mysterious, almost mythical figures to the locals.

As is the case with most of the so-called backworlds, the Church practically owns Haven now. Space port taxes for using cathedral landing pads, export duty; the entire operation is controlled and run by the Church, and they are coining it in.

The cathedral cities of Braak and Treel are the largest settlements on Haven, and the cathedral of Saint Saviour's in Braak is one of the great wonders of the new worlds. Gothic, ancient looking and built less than twenty years ago, it is already a popular site for pilgrims from all over the rimworlds. Pilgrimages have died out on the old planets centuries ago. But not out here, where the Church has made initial contact with dozens of systems. A particular lure of Haven is that it is where Father Julian, the Sublime and Venerable Patriarch of the Spinward Clusters has chosen to retire. He has abandoned the material world for that of the spiritual and now lives as a simple Benedictine on Haven.

But remote and bucolic though it may be, danger still threatens Haven. When the Church began converting the native peoples of the backworlds, new and monstrous ideas began to creep into Catholic space. Some of the new bishops of the rimworlds began accepting beast sacrifices. One even authorised a depiction of Christ as a crucified alien. But worse, the question of the baptism of non-humanoid species split the Church in two. Did they or did they not have souls? There were riots, civil wars, governments became embroiled and secular authority fragmented.

The split of the Roman Catholic Church has resulted in there now being three rival Popes. Fearing for his safety, Pope Athanasius finally left Earth aboard a ship referred to as Rome. After all, Rome is merely where the Pope is. It is the size of a small moon, every inch covered in buildings or immense, shallow glass domes, under one of which is a stone-by-stone replica of the original Vatican City. Athanasius's successor, Pope John Paul XXIII, still resides aboard Rome, but he is dying.

Back on Earth, Old Rome elected a new Pope, Urban IX. Urban XII is now pontiff and has left Earth to make his claim as John Paul XXIII's successor.

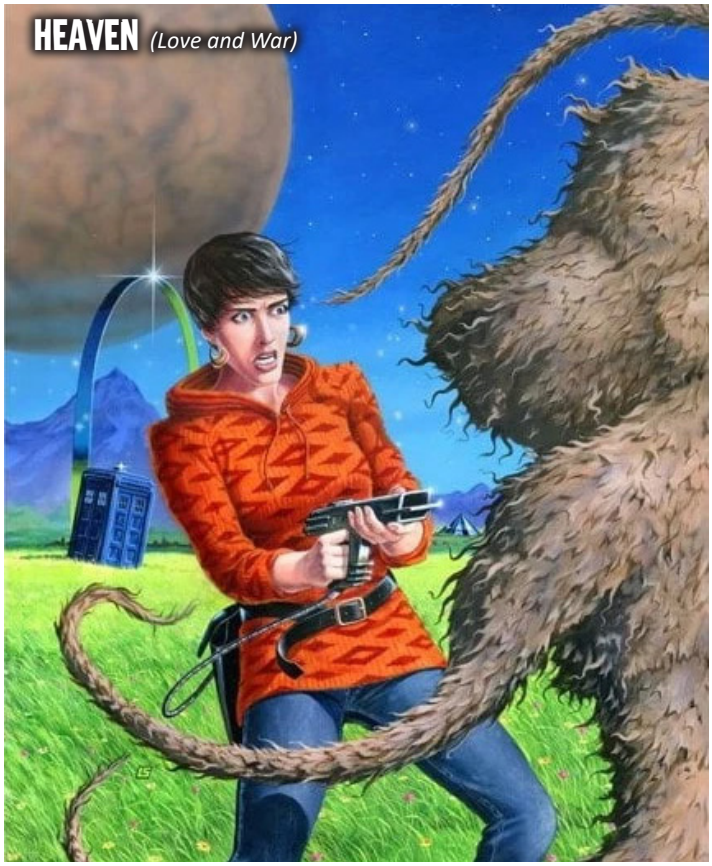
A third Pope has appeared out here among the rimworlds, where a Scarthian bandit chief called Brotak has united most of the planets of the Magellanic System. A convert to Roman Catholicism, Brotak has declared himself to be Tsar of all the Magellanic Clouds, and claims direct authority from the great Constantine. He has appointed the Abbot Brrteet'k, a Cetacean (see *Volume 1*), as Pope Celestine VI. Brotak's Magellanic hordes are poised only a few solar systems from Haven.

Perhaps worse than the Tsar of the Magellanic Clouds, the Holy Inquisition holds Haven and the rest of this sector of Roman Catholic space in fear. Guii del Toro, the Grand Inquisitor working under special dispensation from His Holiness Pope John Paul XXIII, resorts to torture and execution to keep his brand of the faith alive. His Inquisition has recently taken to using robot priests, but this "Good Shepherd" initiative has not been a great success. The robots were ordered in kit form. The manufacturers sent duplicate faces for a number of them, with stock memory implants too. Two priests believed they were actually the same man. Nevertheless, under del Toro, the Inquisition is a ruthless and dangerous force whose arrival on a world brings terror.

Sixteen months ago, a malfunctioning TARDIS materialised on Haven and exploded, and the dimensional breach has had a devastating effect on the planet and its inhabitants. It also alerted the Church to the existence of the Time Lords. The remains of the TARDIS were secured in a Vatican vault, and the Pope (one of them, at least) has declared all Time Lords to be witches.

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Havenites, humans
TECHNOLOGY LEVEL: 6



Heaven is located in a system which, in the 26th Century, is halfway between the Draconian and human protectorates. Discovered during the so-called Dragon Wars, it had been decided after hostilities ceased that it would be an open world, a joint possession to be settled by both races.

Heaven has no mineral wealth or particular tactical value. It is simply beautiful, a paradise of rolling grasslands, forests and mountains, with no large predators. Plants and animals from Earth and Draconia have been introduced, with consequent changes to the native ecosystem. Heaven is the planet where Draconians and humans send their dead. Billions are interred here every year, and in some places, the layer of bones beneath the soil is miles deep.

For the humans, standard Earth time is more or less fine, as Heaven has a twenty-three hour day. The main human settlements are Joycetown, overlooked by the tower of the Church of Vacuum, and Irvingport, whose dark and gothic buildings are set around a natural harbour. The grand arches, silver needles and crystal domes left by the long-vanished indigenous Heavenites lie alongside newer buildings. The people here aren't wealthy, but there's something special about Heaven that drew them here. The Draconians tend to live nearer the equator or migrate there during the winter.

Very little about the extinct Heavenites is known. They could have lived mere centuries ago or many thousands of years before. Their buildings are in excellent condition and archaeologists have uncovered roads. But there are no books to tell of their history, and the writing to be found on the walls of many of the Heavenite buildings remains untranslated. In addition, nobody has ever found a Heavenite body. In fact, there is very little evidence of any animal life in the recent fossil record. There are native creatures here now, but no remains in the earth beyond the immediate past for millions of years.

One significant landmark is the Arch, a shining silver construct ten storeys tall growing out of a grassy plain. The official survey of Heaven had speculatively labelled it as "The Temple of the Sun", but it doesn't align with the rising or setting of the sun on any of the solstices. When the Doctor first met Professor Bernice Summerfield (see *A47*), she was leading an excavation of the Arch, as it's actually much bigger than can be seen on the surface.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Below the Arch, Benny's dig will uncover a Heavenite observatory with the skeletal remains of a single Heavenite manacled to the wall. Like many Heavenite buildings, the walls are covered with their pictographic writing, and with the remains of the body is a crumbling note which was apparently swallowed before death. If it can be translated, it reveals itself to be a warning about the Hoothi. The Heavenite astronomer had designed a telescope that uses superstrings to be able to see into hyperspace and observe the fleet of Hoothi dirigibles that have been waiting there for millions of years.

The Heavenites were a tall, bear-like people with thick fur, grey muzzles and sad eyes. They were enslaved by the Hoothi (see *V140*), who culled them every few years, but gave them the technology to turn their world into a garden, to make it seem ideal. Not for the Heavenites' benefit, but for those who would come after.

When the Hoothi fled from the Time Lords millions of years ago, every one of the Heavenites was infested with Hoothi filaments and taken away with them, even the dead. Only the astronomer in the observatory was left behind, as she had chained herself to the wall before her transformation was triggered, The Hoothi left Heaven behind as a paradise to lure others to it, who would become their new slaves when they were ready to return from their hiding places in hyperspace. By making Heaven ideal as a burial world, the billions of corpses buried here are infested with Hoothi filaments, providing them with a ready-made army.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mainly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Humans, Draconians
TECHNOLOGY LEVEL: 6

It is often said that the Houses are the oldest living things on Gallifrey. Certainly the first ones were grown during the Intuitive Revelation, the period of Gallifreyan history which followed the Old Times and the fall of superstition and the Pythias (see *Volume 1*). The Doctor's Family are of the House of Lungbarrow, formerly a prominent House in the Prydonian Chapter, but now fallen from grace. It is located on the slopes of Mount Lung in the mountains of Southern Gallifrey.

When the young Doctor was expelled by his Family for choosing to be a doctor rather than pursue a Cardinalship, a new Cousin was woven by the Family Loom as a replacement. This breached the quota of forty-five Cousins that Lungbarrow was allocated by the Honourable Central Population Directory. The Doctor informed the Cardinal Prime of the Prydonian Chapter and Lungbarrow was expelled from the Chapter.

The Doctor refused to return to Lungbarrow to attend Quences' Deathday. The House of Lungbarrow closed itself up with the remaining Family inside it. Quences, the Kithriarch of the House of Lungbarrow, was murdered, apparently at the Doctor's hands. When the Doctor finally returned to Lungbarrow six hundred and seventy-three years later, the House is buried in the earth of Mount Lung. Most of the Family still call him "Wormhole" and "Snail" on account of his navel, a unique feature among Loom-born Gallifreyans (see *G23*).

The interior of the House of Lungbarrow is dark, brooding and labyrinthine, crumbling and Gothic in a manner reminiscent of Gormenghast. Strange creatures lurk in its depths. As well as tafelshrews and fledershrews, there are monstrous hybrids descended from the Doctor's pets, half orchid and half axolotl. Some of these flower-headed orcholotls grow into huge white dragons.

SATTHRALOPE

AWARENESS	4	PRESENCE	5
COORDINATION	1	RESOLVE	4
INGENUITY	5	STRENGTH	1

SKILLS
Convince 3, Knowledge 4, Subterfuge 1, Technology 1

TRAITS
Argumentative
Authority (Minor) – Housekeeper
Cloistered
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Networked (Major) – The House
Time Lord
Time Lord – Experienced x10
Voice of Authority
Vortex

EQUIPMENT
Staff of office
Wooden ring

TECH LEVEL: 10

STORY POINTS: 8

INNOCET

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	1

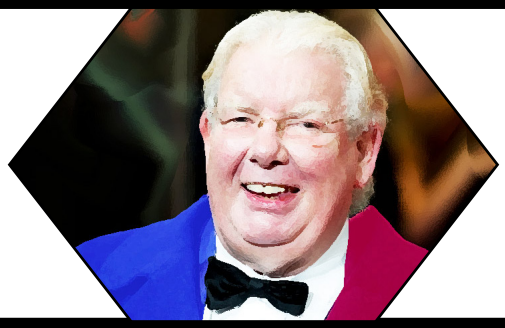
SKILLS
Craft 2, Convince 4, Knowledge 3, Subterfuge 1, Technology 1

TRAITS
Clairvoyance
Cloistered
Code of Conduct (Minor) – Maintain morality
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Psychic
Telekinesis
Time Lord
Time Lord – Experienced x4
Vortex

TECH LEVEL: 10

STORY POINTS: 8

OWIS



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 2, Convince 1, Fighting 1, Subterfuge 4, Technology 2

TRAITS
Cloistered
Cowardly
Eccentric (Major)
Feel the Turn of the Universe
Time Lord
Vortex

TECH LEVEL: 10

STORY POINTS: 6

Many of the Doctor's Family are still alive within the House, though they are all eccentric, bordering on madness. The obvious exception is Quences, who lies in the Family Loom, waiting for the return of the Doctor, his favourite Cousin, so that his will can finally be read. Quences was Ordinal-General and, as Kithriarch, the head of the House of Lungbarrow. Although the Family refer to Quences as being in stasis in the Loom, this is a white lie for the sake of Cousin Innocet who refuses to believe that he has been murdered.

Satthralope is Housekeeper of Lungbarrow, a position of authority. Her fifth incarnation is now a bony old woman, usually dressed in black and with her white hair hidden beneath a bonnet. Sathralope's telepathic link to the House was bonded during a wedding ceremony in which she was given an ornate staff of office and the wooden ring she wears.

Over the centuries, Satthralope has become more cantankerous and less approachable to the rest of the Family. So Cousin Innocet has taken it on herself to maintain any order in the House. She tries to keep up a moral stance, even if it is only for the benefit of Owis, the youngest Cousin. Like Satthralope, Innocet is old, and she has vowed never to cut her hair until the House has been disinterred and she can look out onto the orchards again. Her hair grows down in a single plait so long that she has to wind it round like a shell on her back. It grows white on her head, but becoming grey and finally, at the furthest reaches, some six hundred and seventy-three years into its past, it is red-gold. Innocet is psychic and has a particular gift for mind-reading, with a certificate from the Syndicate of Cryptaesthesians to prove it.

Owis is the youngest Cousin as he was the one created by the Family Loom after the Doctor went into exile. He is also the

pudgiest. Owis is the extraneous forty-sixth Cousin and lives in fear of being executed as an illegal child of the House of Lungbarrow. Despite Innocet's best efforts, he has fallen under the influence of Glospin, Lungbarrow's most twisted and malicious Cousin. Glospin keeps Owis in his thrall through fear, and the two of them slink around the House, pilfering food and trying to find Quences' missing will. Having had limited education, Owis is still immature and is a little cowardly.

There are many other Cousins: Arkhew (an inoffensive chap, according to the Doctor), Rynde, Salpash and the rest. Cousin Luton became stuck trying to climb up the East Chimney. The Family could hear him regenerating for eleven candledays. That was five hundred and six years ago and he's still there.

The Family are waited on by Drudges, large mechanical servants made of wood. Many are humanoid with angular, varnished features, though some are headless and with drawers designed into them. The furniture in the House of Lungbarrow is also a form of Drudge, with cupboards and tables being able to move around of their own accord.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In truth, the murderer of Quences is Glospin (see *V134*), who used the Doctor's DNA to regenerate into his likeness before killing the Kithriarch and then regenerating again. He framed the Doctor to prevent him becoming Kithriarch in the event that Quences had named the Doctor in his will. That will is now missing, and Glospin is desperate to locate it (as are most of the rest of the Family).

Quences had been told a prophecy that he would be murdered. So he arranged for his mind to be transferred into the positronic brain of the Badger (see *A56*), the Doctor's old friend and tutor, who has been in a cupboard in standby mode since the Doctor's departure. Unknown to anyone, the will itself is in a datacore. When the Doctor returns and the datacore is recovered, Badger will trigger an interactive hologram of Quences projected from the Loom, who will then read his own will.

Quences knows that the Doctor will be very important to the future of Gallifrey. He has therefore bequeathed the House of Lungbarrow, all its estates, its goods and chattels, and its Family to the Doctor, along with the title of Kithriarch. The Family will not be amused, least of all the murderous Glospin! The Doctor's opinion on the matter is as yet unknown…

ORCHOLOTL

Attributes: Awareness 3, Coordination 3, Strength 5
Skills: Athletics 3, Fighting 2, Survival 3
Traits: Environmental (Minor: Amphibious), Natural Weapon (Minor: Flower-Maw – Strength +2 damage), Size – Huge (Minor), Tough; some also have Gulp! and Size – Huge (Major) with appropriate adjustments to Strength

DRUDGE

AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	2	STRENGTH	6

SKILLS
Fighting 1, Technology 2

TRAITS
Enslaved
Robot
Size – Huge (Minor)
Slow (Minor)
Tough

TECH LEVEL: 10

STORY POINTS: 1-2

THE LAND OF FICTION *(Conundrum, Head Games)*

After the Land of Fiction seemingly exploded when the Second Doctor, Jamie and Zoe escaped from it (see *The Mind Robber*), it was restored by the efforts of an old adversary of the Doctor. This meddler recruited a new Master of the Land of Fiction, a youth from England in the 1990s. His real name is Jason, and he goes by the title of the Writer, as he regards the person who recruited him to be the true Master.

Sitting on his golden throne at the centre of his fictional realm, Jason still wears the ripped jeans and black "Kiss" T-shirt that he did when he first came here. His wild blue eyes peer from beneath a shock of bleached blond hair, and his face is usually split by a lopsided grin. When Jason laughs, it is high and penetrating. Rather than the primitive medium of a typewriter, as the old Master of the Land of Fiction used, a thin black cable snakes from the back of the throne and into the base of Jason's skull, forming a direct link between his brain – and more importantly his youthful imagination – and the busy circuits of the Master Brain computer that maintains this dimension.

Jason has modelled a pocket of the Land of Fiction as a small English town, Arandale, which he has populated both with his fictional creations and with people stolen from real space. Jason has found it very boring to control all the characters in a story, to always know what happens next. So he captures anyone who strays into the wrong sector of space and plants them into his stories. Of course, once their first story is over, they are turned into fiction, which means Jason has to start writing their actions himself.

Jason has kidnapped maybe three thousand people and brought them here against their will. Once they become fictional characters, they cannot exist outside the Land, and the process which turns them into fiction is irreversible. Their real bodies die and are disposed of by Jason's maintenance squad, the White Robots (see *The Second Doctor Sourcebook*).

On the surface, Arandale is a perfectly normal English town, small, picturesque and provincial. Normal that is until you take into account the bizarre deaths and odd inhabitants. A psychic investigator. An American private eye working undercover on a case. The Adventure Kids and their dog, who investigate spooky goings in Arandale.

At the top of the list of unusual residents are a retired superhero, the White Knight, and his archenemy, Doctor Nemesis. The White Knight was once a real person, Norman Power, commander of a spacecraft that Jason dragged into the Land of Fiction. Almost everyone else died in the crash, but Norman survived only to be turned into a fictional character. Jason got a big kick out of creating supervillains for Norman to fight: Timewinder, Dragonella, Silver Fist (actually a Cyberman that was also trapped here) and, most evil of all, Doctor Nemesis.

THE WHITE KNIGHT

AWARENESS	4	PRESENCE	5
COORDINATION	5	RESOLVE	5
INGENUITY	3	STRENGTH	12

SKILLS
Athletics 5, Convince 3, Fighting 5, Knowledge 2, Marksman 2, Subterfuge 3, Technology 2, Transport 4

TRAITS
Adversary (Major) – Doctor Nemesis
Brave
Code of Conduct (Major) – Heroic
Distinctive
Eccentric (Major) – Melodramatic super-hero
Environmental (Major)
Fast (Major)
Flight (Major)
Immunity – Bullets and other conventional damage
Literally by the Book
Quick Reflexes

TECH LEVEL: 5

STORY POINTS: 6

Whereas the White Knight is dressed in a white, cloaked costume, Doctor Nemesis is clad in armour, with metallic boots and a black cape that sweeps the ground. From beneath his impassive iron mask, blazing scarlet eyes glare malevolently. Both Doctor Nemesis and the White Knight have awesome superhuman powers, but Nemesis backs his up with devastating weaponry. The White Knight hung up his cloak after Nemesis killed his young sidekick, Sparky, and has been living in seclusion in Arandale. Little does he know that Doctor Nemesis is also in the town, in the form of his alter ego, the unassuming Mason Grimshaw, who struggles to keep the dark side of his psyche suppressed. Jason plans to bring Doctor Nemesis back for one final showdown.

DOCTOR NEMESIS

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	12

SKILLS
Athletics 4, Convince 4, Fighting 4, Knowledge 2, Marksman 4, Science 3, Subterfuge 3, Technology 4, Transport 3

TRAITS
Adversary (Major) – The White Knight
Distinctive
Eccentric (Major) – Melodramatic super-villain
Environmental (Major)
Fast (Major)
Five Rounds Rapid
Flight (Major)
Immunity – Bullets and other conventional damage
Literally by the Book

EQUIPMENT
Energy Blaster: L(4/L/L) damage
Armour (5 points)

TECH LEVEL: 5

STORY POINTS: 4

Another of Jason's creations is Dr Who, a fictionalised version of the Seventh Doctor who, along with his grandchildren, John and Gillian (see *The First Doctor Expanded Universe Sourcebook*), he has used to re-enact the Doctor's old adventures and so predict his future moves.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The agent who restored the Land of Fiction and brought Jason

here is not, as might be expected from the youth's references, the Master. Nor is it the Gods of Ragnarok (see *The Greatest Show in the Galaxy*) who originally created the Land for their entertainment. They had become bored with their pet project even before the Doctor's first visit. No, it is the Meddling Monk who is using the power of Artemis (see *V99*), a captive Chronovore, in a plan of vengeance against the Doctor for having stolen the directional unit of his TARDIS (see *The Daleks' Master Plan*).

Although the Time Lords dismantled the Land of Fiction after Jason was defeated by the Doctor, a transdimensional rift opened between our universe and a fictional sub-dimension a few years later. Jason was able to use the fictional energy being generated and created a new version of Dr Who. Dr Who believes that the real Seventh Doctor is his evil doppelganger who is responsible for numerous atrocities, and has set out to destroy him and his friends, with Jason as his companion.

NOTE: Details of other denizens of the Land of Fiction can be found in *The Second Doctor Sourcebook* and *The Second, Fourth* and *Sixth Doctor Expanded Universe Sourcebooks*.

JASON

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Craft 4, Knowledge 2, Technology 3

TRAITS
Distinctive
Networked (Major) – The Master Brain

TECH LEVEL: 5

STORY POINTS: 6

DR WHO

AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	7	STRENGTH	2

SKILLS
Athletics 3, Convince 2, Craft 3, Fighting 2, Knowledge 4, Marksman 1, Medicine 3, Science 4, Subterfuge 4, Technology 5, Transport 4

TRAITS
Adversary (Major) – The Seventh Doctor
Charming
Boffin
Brave
Distinctive
Eccentric (Minor)
Hypnosis (Minor)
Indomitable
Literally by the Book
Obsession (Major) – Thwarting the evil that is the Seventh Doctor
Psychic
Quick Reflexes
Resourceful Pockets
Run for Your Life!
Technically Adept
Time Traveller (All)
Tough
Vortex

EQUIPMENT
A copy of the Doctor's TARDIS, fitted with external blasters: L(4/L/L) damage

TECH LEVEL: 10

STORY POINTS: 6

THE LIBRARY OF ST JOHN THE BEHEADED *(All-Consuming Fire)*

Irving Braxiatel (see *A74*) claims to have had a hand in founding the Library of St John the Beheaded several hundred years ago. But quite what Brax's connection to the Catholic Church is remains unclear. For the Library is the Vatican's secret repository of forbidden texts. Rather than allow them to be lost, it strives to preserve works of science, literature and philosophy which would otherwise be seized and destroyed. The Library contains books which have been banned, some by the Vatican itself, as being so extreme and unusual that it is feared that they might excite an unfavourable public reaction. Books, some say, that should never have been written.

Among its collection, the Library contains such disparate prizes as the original scrolls of the first Lama of Det Sen Monastery, one of the three unexpurgated versions of the *Malleus Maleficarum*, the only complete transcript of Galileo Galilei's trial, several shelves of books on the Chinese Si Fan society and its leader Doctor Fu Manchu, five lost plays by Aristophanes, the only known copy of the Basra Fragment of the lost *Dictionary of the Khazars*, and a copy of notes made by Doctor John Watson (see *A97*) entitled *The Affair of the Politician, the Lighthouse and the Trained Cormorant*, the publication of which was suppressed at the highest levels.

The Library of St John the Beheaded does not advertise its presence. Anyone attempting to research it will find little information. Perhaps some garbled comments in an obscure theological journal or other, but nothing of significance. However, the Vatican does permit selected scholars to examine its books in the hope that they may shed a little light into the darker corners of God's creation.

The Library is located in London. At the time of its founding, England was considered to be more stable than many other countries and, although that has not always been the case, it has never been relocated. The English Reformation by which Henry VIII broke away from the Catholic Church has paradoxically made things easier for the Vatican. The greater the perceived gap between the Library and the Church, the easier it is to deny any connection.

The Library has survived through wars, fires, plagues and disasters. Its security measures are simple but effective, and only one theft from its archives is known to have occurred. The Library is located in Holborn in an area known as the St Giles Rookery. By the 19th Century, it had become a notorious area, a veritable rabbit-warren of alleys, cellars, tunnels, slums and stairwells. At this time, even the police dare not go near it, except in force. The librarians have an arrangement with the local criminal gangs, who guarantee the safety and integrity of the Library in return for generous payments.

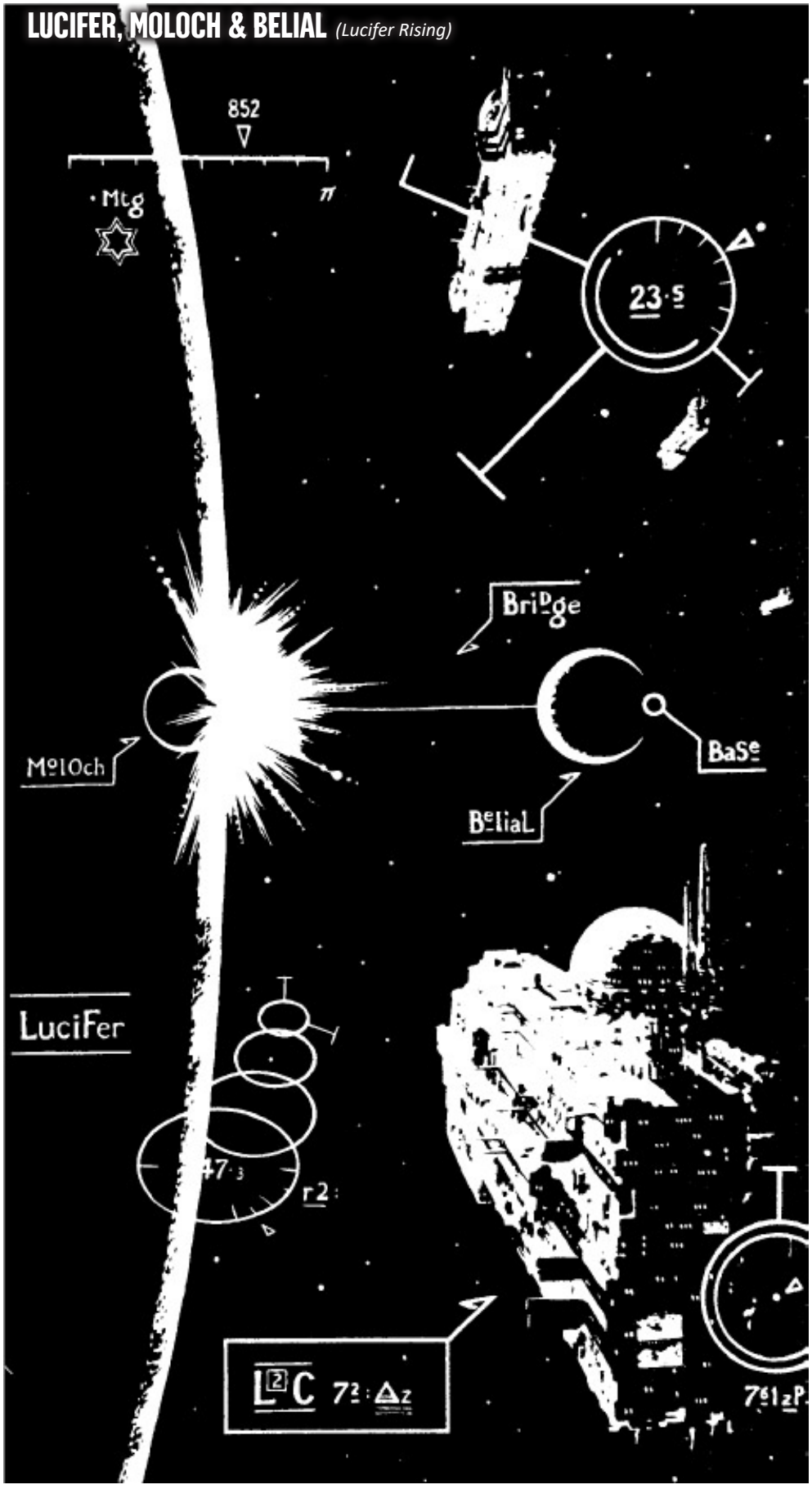
There is only one means of entry to and exit from the Library, the main doorway, which is kept under constant vigil by the gangs. At no other point do the Library's bounds come near the outside world. Every visitor and every member of staff who leaves is searched by the skilled pickpockets of either gang. If anybody is caught attempting to remove a book, their hands are cut off. It's a simple deterrent, but a very effective one.

The Library has no ventilation ducts to provide a burglar with alternative means of access. It has been designed to provide a natural channel for the transit of air from the doorway, around the many corridors and rooms, and out of the same doorway whilst still maintaining a constant temperature and humidity. Effectively, the Library breathes.

The librarians are a group of solemn men, each swathed in black, hooded robes which give them the air of a monastic order. When Sherlock Holmes (see *A96*) visited the Library in 1887, the Head Librarian was a tall thin man named Jehosephat Ambrose. When Anne Travers visited in 1999 (see *The Sixth Doctor Expanded Universe Sourcebook*), it was a man of very similar appearance named Jeraboam Atoz.

HEAD LIBRARIAN

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 2, Resolve 4, Strength 3
Skills: Convince 2, Craft 4, Knowledge 5
Traits: By the Book, Distinctive, Obligation (Major: The Library)
Tech Level: Varies according to the time period
Story Points: 4



LUCIFER, MOLOCH & BELIAL *(Lucifer Rising)*

Lucifer lies two hundred and eighty light years from Earth, orbiting a red giant nearing the end of its life. The exotic particles the star emits as it exhausts one element after another catch Lucifer's magnetic field and extend into space like a fishing net caught by the tide.

Lucifer is a huge gas giant with a string of attendant moons: Moloch, Belial, Astarte, and Demogorgon. Its turbulent cloud pattern is lit by its own lurid atmospheric glow. In the 22nd Century, Earth Central sent a von Neumann probe and it returned reports of a new element down in Lucifer's core, one of the theoretical stable elements with a very high mass that nobody's yet seen. It's suspected that all the super-heavy elements of the periodic table are here in abundance. But obtaining samples will be no small feat, particularly as Lucifer's atmosphere is home to a lifeform which has been named the Angels (see *V97*). In 2152, Earth sent Project Eden to determine how and where these valuable elements are produced. Five years later, they're still working on it.

The closest moon to Lucifer is Moloch, a dusky grey orb whose ice-bound landscape is scarred with fractures. Moloch is a strange world. Within a kilometre-thick icy shell, it is hollow with gravity pulling outwards from the centre, a feat of extraordinary planetary engineering. Project Eden's Moloch Base is constructed on the interior of the shell. Suspended in the hollow centre is a pale artificial sun whose energy is produced by as yet unknown means. All over the upwardly sloping interior of Moloch, alien vegetation runs riot in the form of a lush pink jungle. Wafer-thin translucent shapes undulate through the trees. These "undulants" are the only thing resembling animal life within Moloch. They tingle when touched and display a conspicuous electric field whenever they move, leaving the ozone smell of static in the air. The undulants are not aggressive, but chuckle gently in a liquid voice.

Moloch is connected to the next moon,

Belial, by the Bridge, an extruded monofilament woven into a tubular shaft. A structure the humans have called the Lift passes from Moloch to Belial and back again at seemingly random intervals. A one-way journey takes a little under two hours.

Whereas Moloch Base is a kilometre within its moon, Belial Base is on the surface of its. Under the airless, rocky surface furthest from Lucifer, a nest of tunnels honeycombs Belial. This maze is still being opened up, with the closest sections already in use as living quarters, storage and labs. Preliminary geo-dating has placed the tunnels at between five hundred and a thousand million years old. There's no atmosphere in them, so the engineers of Project Eden are trying to seal them and get an oxygen generator set up. Meanwhile hundreds of artefacts have been recovered from them. But whether they are art, tools or machinery is a mystery.

A single large tunnel, known colloquially as the Pit, passes completely through the centre of Belial, opening on the side of the moon nearest Lucifer at the ground station for the Bridge, which continues straight up to Moloch. If the line of the Pit and the Bridge were to continue, it would pass through the exact centres of both Moloch and Lucifer.

Moloch and Belial keep a geosynchronous orbit well within Lucifer's Roche limit, so they should have been torn to pieces eons ago. The implication is that whoever constructed the Bridge moved the moons to where they wanted them and then protected them for millennia from a basic law of nature. In any case, at the levels of tension Moloch and Belial are generating, the Bridge should snap like a piece of worn-out elastic.

The humans still know no more about the aliens who built the Bridge, the Pit and the various other sites on Moloch and Belial than they did five years before. The scientists are beginning to think the aliens are dead and gone a million years or more ago. They know of the Angels but there's no evidence to say they were responsible. In fact, it's not even been possible to make contact with them even if they are still there, deep within Lucifer's atmosphere.

Another impressive artefact left by the aliens is what has been named "the Mushroom Farm", a chamber within Belial that is almost eight kilometres across. Unlike the mass of tunnels beneath the moon, the Mushroom Farm has a breathable atmosphere. Its floor, walls and ceiling are completely covered in gigantic, artificial mushrooms which look as if they were built from scrap metal and then blowtorched. Each one is different and they are placed at seemingly random positions, a pattern actually based on a Fourier series. What appear to be controls on the sides of the mushrooms respond to the touch, lighting up in different colours. But their function has not yet been deciphered.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The mysterious aliens who constructed the Bridge to link Moloch and Belial, and who designed the Mushroom Farm and the hundreds of other artefacts so far discovered by Project Eden, are indeed the Angels. The Lift and the Bridge are not a transport system at all, but an accumulator harvesting energy from the magnetic potential that the two moons are passing through. The Lift moves up and down the Bridge reacting to the stimulus of local magnetic field strength, riding the isogonal contours and providing information to the feedback mechanisms which direct its movement. Hence the apparent randomness of its motion.

The energy being harvested has been stored to power the Mushroom Farm, which is an engine for manipulating the morphic fields of living beings (see *G25*). The Angels used it to change themselves into energy creatures able to live within the atmosphere of Lucifer. They departed from Moloch and Belial millions of years ago. One of their number was first transformed into the flora and fauna living within the hollow shell of Moloch and is the failsafe mechanism for the whole thing. If the forest is destroyed, the morphic field generator is liable to run amok, changing the DNA of every lifeform within range.

UNDULANT

Attributes: Strength 2, Coordination 4, Awareness 3
Skills: Survival 3
Traits: Alien, Alien Appearance, Flight (Minor)

PLANETARY DATA: LUCIFER

SIZE: Massive
GRAVITY: High Gravity World
LAND MASS: Gas Giant
ATMOSPHERE: Thick Non-Standard
CLIMATE: Cold
SATELLITES: 4 (Astarte, Belial, Moloch, Demogorgon)
SENTIENT SPECIES: Angels
TECHNOLOGY LEVEL: 12

PLANETARY DATA: MOLOCH & BELIAL

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: None
CLIMATE: Arctic (Moloch's interior is temperate)
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6 (Earth bases), 12 (Angel artefacts)

MARRAN ALPHA *(The Dark Flame)*

Marran Alpha is a terrible place. Its surface is a volcanic chaos; its atmosphere a cauldron of poison. It is a mass of rock, minerals and gas, little more than the raw ingredients for a planet. Its toxic skies are filled with dark clouds and lightning, and a constant acid rain.

Marran Alpha is, however, not totally hostile to human life. Beneath its surface is a labyrinth of caves which were once used by the Cult of the Dark Flame and which have been made more or less habitable. There is a breathable atmosphere down here, with tunnels carved out of the rock, and doors and power supplies fitted. This rough complex was last used thousands of years ago and the place has been abandoned since the Cult's fanatics buried themselves alive. Since then, the precise location of the legendary Death Pit of Marran Alpha has been lost. But it is still down there, and it is believed to be the resting place of the skull of Vilus Krull (see *V198*), the Emissary of the Dark Flame who lived and died ten thousand years ago.

These days, the only life to be found here is aboard Orbos, a scientific research station in geostationary orbit above Marran Alpha. Orbos is currently being used to experiment with black light, an energy field generated by quantum meta fluctuations in the spacetime continuum. Scientists have been trying to tap into the power of black light for centuries, but it's a very dangerous business (see *The Mysterious Planet*).

There are three scientists currently in residence on Orbos. Professor Remnex is an old friend of the Doctor and an expert in solar mechanics. It is Remnex who will create the miniature, artificial star that is to provide the power for a controlled black light explosion. This will be the first such explosion that the cosmos has ever known. A black light converter has been built to control it, with an isochronite crystal at its heart. The crystal is a force-generated superconductor that exists in part outside the normal timestream. To a time sensitive such as the Doctor, time can be sensed flowing over and around the crystal, and he can feel what happened yesterday and what will happen tomorrow.

Orbos has a one-way transmat to the surface of Marran Alpha, which is used to teleport the base's waste matter down to it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The other two scientists on Orbos, Professors Slyde and Lomas, are secretly both members of the Cult of the Dark Flame under the thrall of Vilus Krull. They intend to use the black light explosion to open a dimensional gateway and allow the Dark Flame to consume our universe.

Slyde has hired an archaeologist to locate and recover Vilus Krull's skull from the Death Pits of Marron Alpha, as it is key to the Dark Flame's plans. He has also converted Orbos's transmat to operate in both directions.

ORBOS
Armour: 8 **Hit Capacity:** 20 **Speed:** 0 (geostationary orbit)

Traits: Scan, Teleport
Story Points: 3

ISOCHRONITE CRYSTAL [Minor Gadget]
Traits: Postcognition (see *The Fourth Doctor Expanded Universe Sourcebook*), Precognition, Restriction – User must have the Feel the Turn of the Universe Trait
Cost: 1 point

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard Toxic
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: N/A

To understand Mars in the 22nd Century, one first needs to know about the Thousand Day War between the Ice Warriors and Earth which took place between 2086 and 2088. The War began with the Martian attack on Earth's T-Mat station on the Moon and their attempt to change the Earth's climate with Martian seed pods (see *The Seeds of Death*). During the course of the War, Earth forces suffered over forty-five thousand fatalities, and Paris was destroyed when the Martians dropped an asteroid on it. But the Martians were defeated when Earth troops transmatted onto Mars and stormed the Ice Warriors' base of operations.

When the UN negotiating team arrived to agree a peace settlement, they found Mars to be deserted. The Martians had evacuated, their fleet heading to found a new homeworld on Nova Martia, on the borders on Arcturan space. But Mars was not quite as deserted as the humans thought, and hundreds of thousands of Martians remained behind, largely in hibernation and hidden away in underground nests, both civilian and military. But so far as the humans were concerned, Mars was now open to colonisation by Earth.

Among the cities the Martians left behind are *Ikk-ett-Saleth* (the City of the Sad Ones) and *Sstee-ett-Haspar* (the Labyrinth of False Pride), plus the Fortress of *Ooss-Ett-Jassiir*, all connected by a maze of caves and tunnels beneath the surface. *Sstee-ett-Haspar* is patterned after a map in the Blessed Apocryphal Glyphs of Oras, which is actually based on a neural map of the Osiran cerebellum. City entrances are shielded by chameleon fields, while civilian nests are protected by the *Ga'jur-ett-Lii'is,* literally "the lure for the unfamiliar", which may be as simple as pits that open up if the correct hieroglyph isn't pressed. Military nests are protected by a *Xssixss*, or "path of easy virtue", a false entrance corridor which ensures that any intruders can be picked off well before reaching the chamber of the nest's Queen.

During the early 22nd Century, the master control centre of the Sol Transit System (see *L144*) was constructed on Olympus Mons and Mars became a tourist resort for the mega-wealthy. By now, it had been partially terraformed and the red colour of the seas and canals was enhanced by the bizarre practice of having cranberry juice poured into them. Humanity soon found that Mars was not quite as deserted as it first thought, with the appearance of a lifeform that lived within the reflective surface of the sea (see *The Ninth Doctor Expanded Universe Sourcebook*).

By 2157, two permanent human colonies have been established on Mars: Jacksonville (later known as Jackson City), perched halfway up Olympus Mons, and Arcadia Planitia. Early in 2157, Earth is invaded by the Daleks. The occupiers have placed a subspace blockade across the Solar System, making it impossible for any ships or supplies to drop out of subspace within the orbit of the outermost planet Cassius, and conventional travel is just as impossible as the Black Fleet simply blasts anything that moves. The Daleks try to invade Mars late in 2157. A genetically engineered virus which feasts exclusively on Dalek wiring means that the invasion fails, but not before a lot of people, both human and Martian, die.

During the later decades of the 22nd Century, Martians again become a more common sight on Mars. They are treated as an underclass, like the homeless on Earth a couple of hundred years before. A small handful have jobs as security guards. Groups of Ice Warriors campaign for the return of their planet, with the more militant clans even willing to take direct action to try to force their demands.

Dangerous flora and fauna surviving in the wilderness of Mars in the 22nd Century include rock-snakes, spider-lizards and venom-moss. Spider-lizards are timid, reluctant creatures. But rock-snakes can kill with a bio-plasmic sting capable of burning through body armour. It's probably fortunate that plasma vampires, metre-wide amoebae that secrete sulphuric acid, are almost extinct by this time!

ROCK-SNAKE

Attributes: Strength 2, Coordination 4, Awareness 4
Skills: Athletics 2, Fighting 3, Subterfuge 4, Survival 4
Traits: Camouflage, Natural Weapon (Major: L(4/L/L) damage), Tough

PLASMA VAMPIRE

Attributes: Strength 2, Coordination 2, Awareness 2
Skills: Fighting 2, Subterfuge 3, Survival 4
Traits: Alien Organs (Minor), Camouflage, Natural Weapon (Minor: Sulphuric Acid – Strength +2 damage)

PLANETARY DATA

SIZE: Small
GRAVITY: Low Gravity (40% of Earth's)
LAND MASS: Mostly Land
ATMOSPHERE: Thin Earth Standard
CLIMATE: Cold
SATELLITES: 2 (Phobos and Deimos)
SENTIENT SPECIES: Humans, Ice Warriors
TECHNOLOGY LEVEL: 6

According to the records uncovered by Camarina Lannic at the Braxiatel Collection (see *L91*) while researching something else entirely, the now-dead planet of Menaxus was once the capital of a flourishing society in which dramatic performance was viewed as of supreme importance and reached a pinnacle of achievement. In 3980, Lannic launched an expedition to Menaxus to excavate the ruins of the Pentillanian Theatre. She is an archaeologist from Heletia, a world located outside the Galactic Federation, originally colonised by a troupe of human artists. The Heletians believe that only cultures with a history of sophisticated dramatic production are truly civilised. The discovery of the remains of so similar a culture within the same sector of space was quite a coup for Lannic.

The ruins of the Pentillanian Theatre are now a millennium and a half old, and nothing is known of the civilisation of Menaxus. But the expedition ended in disaster, with Lannic's team slaughtered by an unknown force while Lannic herself was aboard the orbiting mothership. The ship bombarded the planet with lethal radiation to kill whatever is down there. Five years later, the radiation levels have dropped to a reasonably safe margin, and Lannic is back with another expedition.

Menaxus is located just off the edge of the Rippearean Cluster in Mutter's Spiral. Half the year, it is a dust hole. The other half of the year, relentless rain turns it into a wilderness of mud.

The files that Lannic uncovered at the Braxiatel Collection are odd. Not in what they contain, but in what they do not. On the subject of Menaxus's theatrical history, they are very thorough, allowing Lannic to pinpoint the exact location of the Pentillanian Theatre. But they contain nothing on any other subject. There is no information on Menaxan history, geography, politics or any other aspect of its society. It is as if whoever wrote and compiled them had an obsessive interest in the theatre alone, to the exclusion of all else.

The ruins of the Pentillanian Theatre are also a little strange. An initial investigation reveals that they have perfect acoustics when the auditorium is empty. But when it is even only half full, it is extremely difficult to hear whatever is said on the stage from anything greater than a third of the way back. Fill it to capacity, and the acoustics would be impossible.

In addition, computer simulations demonstrate that some of the walls make no architectural sense, and many seem to have been bulldozed down rather than having crumbled with age.

Finally, who would construct an open-air theatre on a world subjected to torrential rain for half the year?

Meanwhile, in the ruins, a machine of the highest interest to the Heletian expedition is waiting to be uncovered. A dream machine (see *G17*) that projects solid holographic displays of numerous culturally important plays being performed at the Pentillanian Theatre. The Exec, the ruler of Heletia, will want to secure this device and have it brought to him for viewing at the earliest opportunity!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There has never been any civilisation on Menaxus. It is merely a trap for the Heletians, set up by Irving Braxiatel to allow the overthrow of its repressive, imperialist regime by the Rippeareans. Braxiatel (see *A74*) created the files that Camarina Lannic found at the Collection, seeding them in his archives in order for her to discover.

Braxiatel also had the ruins on Menaxus constructed, including those of the Pentillanian Theatre, and planted the dream machine within them. Brax's plan is that the Heletian archaeologists will quickly take the machine back to Heletia, where the plays can be viewed by the Exec. But when one particular play, *The Good Soldiers*, is played back, it will end in a massacre as the solid hologram soldiers of the play emerge from the machine and slaughter the audience. This would form a distraction to allow Braxiatel to lower Heletia's defences and allow the Rippeareans to attack.

What Brax hadn't bargained on was that the first expedition to Menaxus would accidentally trigger the dream machine, resulting in their massacre.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: None
TECHNOLOGY LEVEL: N/A

THE MUSEUM OF EVERYTHING *(Many Happy Returns)*

"Welcome to the Museum, the largest repository of knowledge in the universe, collating information and artefacts from the whole of space and time. Please wait while we assemble your exhibits."

The Museum is, was and will be the very first of its kind. It has access to objects from every point and every place in space and time, past, present and future. It is able to document literally everything. Every event and every person; not just the famous, but everyone who has ever and will ever live.

On arrival at the Museum, a visitor is welcomed by the Curator, a fully interactive interface which responds to all their needs during their visit. The Curator is a simulation composed of light and other abstract particles. It has no solid mass. But it is friendly in an unassuming sort of way. The Curator has complete control over the environment within the Museum.

The Museum has access to powerful temporal technology and creates an exhibition based on the personal experiences of each visitor. They therefore find artefacts from throughout their lives, plucked from across the visitor's timeline as needed and returned mere nanoseconds later once the visitor leaves. Each artefact is collected from the most significant point in the visitor's timeline, so it will be exactly how they remember.

The exhibition is also fully interactive as the Museum is able to create simulations of people and scenes from the visitor's life. Visitors are forbidden to touch the simulations. They look, sound and behave exactly as the visitor remembers and appear totally lifelike.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Benny (see *A47*) was hired by the Relugan Cultural Enforcement Squad to investigate a number of disappearances at the Museum. Visitors, operators and those already sent to investigate it had all vanished. On arrival, Benny was greeted by the Curator as normal and the Museum prepared an exhibition of her life. It denied any knowledge of the disappearances, despite having access to information from every time and every place.

Seven weeks before, the Curator's mainframe had been infected by a virus in an interdepartmental attachment. The virus had corrupted its programming, sending it insane. The Curator continues to show visitors scenes from their lives, but it now also displays their deaths, or rather their potential deaths using knowledge of their past to predict their potential futures.

The Curator gets inside the head of the Museum's visitors, cherry-picks memories that will leave them utterly and emotionally confused. To the visitor, the simulations will turn on them. Unless a successful Difficulty 9 Ingenuity + Resolve roll is made (with Difficulty increasing by +1 per scene the Museum subjects them to), the brain believes they are real, and any damage inflicted by them will be felt as if real. The visitor can be killed by the shock of the perceived damage, rather than by the damage itself. And if the simulations fail, the Curator still controls the environment in the Museum, its heating, its air-conditioning, its atmosphere. One way or another, the Curator will get you!

THE CURATOR

AWARENESS	4	PRESENCE	2
COORDINATION	N/A	RESOLVE	3
INGENUITY	5	STRENGTH	N/A

SKILLS
Convince 1, Knowledge 6, Technology 2

TRAITS
Eccentric (Major) – Insane
Face in the Crowd
Immaterial
Networked (Major) – The Museum's mainframe
Psychic
Robot

TECH LEVEL: 9
STORY POINTS: 4

Olleril is a planet with twin suns, two moons and wide oceans, and is located on the far rim of the Pristatrek galaxy. In the far future of mankind's expansion into space, Olleril was settled by Luminus (see *V153*), a cult with some very objectionable beliefs. They took one look at the indigenous Vijjans, a small people with dark skin and eyes and a matriarchal society, and decided that their lack of physical strength made them unsuited to physical labour. It was therefore decided to exterminate seven-eighths of their number.

Luminus was overthrown shortly afterwards, but not before the foundations of Empire City had been built. The colonists spread over Olleril, forming a complex international community of independent states. In three generations, Empirica had risen to become the largest and most powerful nation. Over the next six hundred years, Empire City grew and became two thousand square kilometres of weathered concrete, granite and plastic that spread upwards, outwards and downwards as the influence of Empirica waxed and waned. Big War Four left the outlands of the country empty and blasted, and almost all that is left is the city.

Forty years ago, Empirica finally polished off its major rival, a communist nation that there isn't much left of. It now possesses an economy linked in small part to off-world markets, although visitors are rare. What's left of the native people live in Vijja, a very small and poor country that's being torn apart by Small War Fifteen, an ongoing civil war. A number of Vijjans have fled across the ocean to find a new life in Empire City. They expected to be welcomed, but ended up imprisoned in refugee camps, half-starved and threatened with repatriation.

Empire City is a strange place, full of anachronisms. Two-dimensional televisions and petrol pumps exist alongside laser keys and light-powered underground railways. It is in most respects a Level Three society, and Grotski's theory of cultural retrenchment could account for a few Level Four artefacts about. But there are sophisticated android facsimiles that point to at least late Level Five or early Six. These robots are centuries ahead of the technology available to the ordinary citizens of Olleril, and most of the people aren't even aware of them. Somebody has been working behind the scenes to place the robots in positions of influence to shape Empire City along lines similar to the Western cities of 20th-Century Earth.

There is a cordon around the Central area of Empire City to protect the law-abiding citizens from the supposed depravity of the Outer city. It took two years to construct and remains in place a quarter of a century later. Empty streets border it on both sides. Properties in Central with a view of the cordon were swiftly abandoned as estate agents produced a downward spiral of lower and lower quotes. Properties on the South Side with a view of the cordon became squats, until the police gangs went in with guns and knives.

Once a year, the citizens of Empire City wear their Tragedy Day buttons (depicting a glistening black teardrop) and take to the streets in a celebration of generosity towards the less fortunate people of Olleril. According to the official guides, a wide variety of fund-raising events and wide media coverage ensure that a fun time is had by all in the pursuit of many worthy causes. In fact, its main purpose is to exorcise the city's collective guilt. During the last Tragedy Day, only 0.0000001% of Empire City's wealth was redistributed, while the companies sponsoring the various events received free advertising to the value of thirty-five million credots.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Olleril is still ruled by Luminus, but in secret. It is Luminus that decided that 20th-Century Earth provides the perfect model for their society. The robots prevalent in Empire City are a recent development and are being used to replace famous people in positions of social influence such as actors, singers and reporters. They are called Celebroids and are imprinted with the memories of the people they have replaced. In many cases, the Celebroids themselves do not even know their true nature.

VIJJAN RACE PACKAGE
Cost: -4 points
Attributes: Presence -1 (-1), Strength -1 (-1)
Traits: Distinctive (-1), Marginalised (-1)

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Humans, Vijjans
TECHNOLOGY LEVEL: 6 (humans), 1 (Vijjans)

After the fall of the Ceatul Empire, the four planets of the Domus system were settled by the first wave of human colonists to leave Earth, as part of the fledgling First Earth Empire. The planets of Perfugium, Generosum, Salvum and Aequitus and its moon Verum were all settled and, over time, developed a separate culture of their own. The colonists no longer considered themselves to be human. But a second wave arrived and demanded that the Domus system be re-incorporated into the Earth Empire. After several bloody battles, Perfugium capitulated, along with Generosum and Salvum. They were once again part of the Empire, with the official currency being the Imperial.

The original founding family of the colony on Perfugium was the Uttersons. They based its society on what they perceived as a highly moralistic template: very Edwardian, and terribly hot on morals and hypocrisy (as the Doctor put it). Even after several centuries, the Uttersons have remained a wealthy and influential family on Perfugium.

For a time, a relative stranger lived in a large, old house on the edge of the old town of Perfugium. It had once been the property of a man called Wolstonecroft. But on his death, Wolstonecroft bequeathed it to Dr John Smith (see *A84*), the physician who had treated him at the Sanatorium. Smith had appeared on Perfugium in mysterious circumstances a few years before. Hideously scarred and having no memories of who he was or how he came to be here, Smith was found wandering the streets. He was taken in by Victor Schaeffer, the town's Adjudicator (see *A70*), and his wife Jacqueline, who runs a hostel for the homeless and deprived.

Deformed and amnesiac though he is, Smith was able to demonstrate remarkable medical skills and was appointed as physician at the Sanatorium as a result. He is clearly a cultivated and educated man, and has acquired a circle of friends, foremost among them Victor and Jacqueline.

The town of Perfugium has recently been beset by a series of murders which are being investigated by Victor. Eleven of the victims were prostitutes; the twelfth was a girl of fourteen. They had all had their throats cut so violently as to almost sever the heads, their hearts had been removed, and they were covered in green sheets, green being the colour of death on Perfugium, representing a return to nature. Victor is an intelligent man with great deductive skills, but he is also stubborn and reluctant to believe anything without evidence.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Although John Smith is actually the Master, he is a kindly soul in this amnesiac form. The murderer is Victor himself, driven to kill prostitutes to protect his wife from the darkness that her work at the hostel exposes her to.

Smith though has another secret, that he has secretly fallen in love with Jacqueline. If Victor were to discover this, what would his deranged thoughts lead him to do?

VICTOR SCHAEFFER

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	2
INGENUITY	4	STRENGTH	4

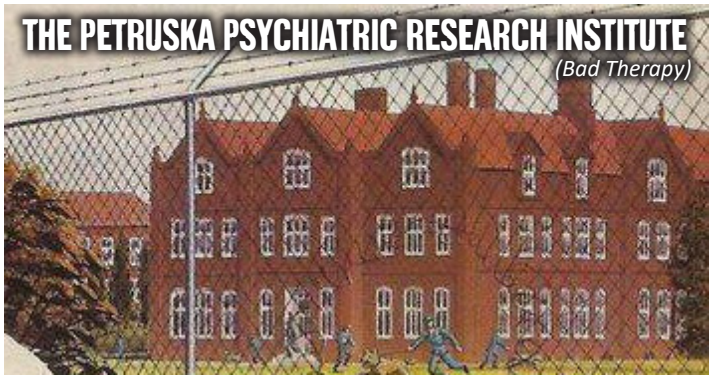
SKILLS
Convince 4, Fighting 3, Knowledge 2, Marksman 3, Subterfuge 2, Technology 2, Transport 3

TRAITS
Adjudicator
Authority (Minor)
Brave
By the Book
Dark Secret (Major)
Eccentric (Major) – Driven to kill by his psychoses
Friends (Major) – Guild of Adjudicators
Obligation (Major) – Guild of Adjudicators
Stubborn

TECH LEVEL: 6
STORY POINTS: 4

PLANETARY DATA

SIZE: Small
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6



The Petruska Psychiatric Research Institute, 1958
From the personal notes of Julia Mannheim, MD PhD

When the director Professor Moriah (see *V169*) recruited me to join the Petruska Psychiatric Research Institute in London, he had only just set it up, but what he had already developed was astonishing. Genetically engineered therapy instruments in the form of artificial yet responsive and wholly lifelike individuals which can facilitate therapeutic relationships with the mentally ill. Therapy without therapists. We call them Toys.

Initially, Toys were fashioned from whole human bodies. But the more recent ones were artificially created from other organic material. In their newly-formed state, the Toys are like shop-window mannequins with blank faces and lifeless flesh. Yet they can empathically sense who the patient needs around them and actually become that person. If a patient is severely emotionally and developmentally damaged and needs to be reparented, the Toy will respond by becoming their mother or father. If the cause of their illness is a bereavement, the departed can be recreated. Toys can also provide physical care for their patients, releasing family and friends of the mentally ill from any caring responsibilities.

The Institute secured major government funding. But that has come to an end following the death of a patient who fell after his Toy encouraged him to climb on the roof. I believe that the Toys can assume the deeper desires in the patient they bond to, bringing negative traits to the surface. As a result, the Institute is now closed and we are in the process of deactivating the remaining Toys.

But a number of Toys have gone missing, apparently escaped into London to start new lives. Director Moriah is eager to relocate them, and several of them have since been returned to the Institute having reduced to their former lifeless forms. Once a Toy has bonded with a human, whether a patient at the Institute or otherwise, if that individual is subsequently removed, the Toy begins to lose its cohesion, almost melting away. Of course, as they are tools rather than truly living organisms, this is not the tragedy that the press would make it. Nevertheless, we proceed with caution, wishing to avoid unnecessary publicity.

I must express a professional concern at what appears to be Professor Moriah's more personal interest in the Toys. On several occasions, he has transformed one of them into the likeness of a particular individual, a striking woman with dark hair. Moriah inevitably tries to kiss her, whereupon she screams and physically attacks him, then becomes an inert mannequin again. Very disturbing, and professionally unethical. Presumably indicative of a deep-seated trauma of the director's.

I have also recently discovered that Professor Moriah uses the caves beneath the Institute building. I have surreptitiously witnessed him sitting in the centre of a ring of silver spheres, apparently communicating with others. I overheard him refer to the spheres as a portal into a "time corridor". Very peculiar.

TOY

AWARENESS	*	PRESENCE	*
COORDINATION	*	RESOLVE	*
INGENUITY	*	STRENGTH	*

*Toys acquire Attributes depending on the form they adopt.

SKILLS

Toys acquire Skills depending on the form they adopt.

TRAITS

Alien Appearance
Dependency (Major) – Toys require a bond with a human partner to be brought to life; if separated from them, they will take 1 point of damage per hour
Empathic
Enslaved
Networked (Minor) – With the human they are bonded to
Psychic
Shapeshift (Special)
Special – Personality Mirror; Whenever a Toy bonds with a human, it will take the form and personality of a person that it senses in their mind; it gains Attributes, Skills and additional Traits accordingly
Weakness (Major) – If a Toy's empathic glands (located in the neck) are destroyed, it will cease to function; targeting these in combat has a -8 penalty to hit

TECH LEVEL: 5
STORY POINTS: 1-3

At a point in the future beyond the Common Era of the Earth calendar, the Pridka Dream Centre hangs in geostationary orbit above the planet Taprid. Taprid's indigenous people, the Pridka, are the foremost practitioners of the disciplines of the mind in this era, and they constructed the Centre to offer telepathic dream therapy to the other peoples of the galaxy.

The Pridka are a sedate people, unused to tumult or disorder. They have blue skins, multiple stomachs and a crest of fins adorning their bald, smooth skulls. Pridka do not have binary genders, though most are either mainly male or mainly female. The rippling of their cranial fins provides an emotional signal in much the same way as facial expressions do on humans. Pridka have about thirty-six senses, which can make them seem aloof as they often don't acknowledge others in ways humans can see or hear. They like to keep the physical world restrained, and they like it to approximate as closely as it can to the beauty of the mind. They're a race of the most peaceful telepaths, and their physical existence is really of secondary importance to them.

The Dream Centre exemplifies the Pridka's refinement and aesthetic judgement. They value the contours of light and space and have designed the main area as a huge dome with gushing foliage festooning bright helices that spiral up towards an impressive, vaulted roof. Walkways spread out in all directions, like the spokes of an enormous, white wheel, along which Pridka stroll about their tasks, many consulting the black square of a portable information projector. Robotic drones – silvery spheres with a multitude of flexible attachments – busy themselves with the more menial chores.

The beauty of the place lies in the way the walkways, conveyor helices and vaults seem to have been sculpted out of shades of pure light and darkness. The ornamental plants, pastel green and rose-pink, look like Impressionist paintings come to life, and there is something crisp but soothing in the air, invigorating like coastal breezes, yet with all the comfort and hygiene of advanced civilization. The overall effect is one of paradoxical beauty: stylized but organic, pure but stimulating.

The Pridka like to encourage free expression in conjunction with all the facilities available at the Centre. They consider it inappropriate for the ethical codes of any one culture to apply here, so nothing is expressly forbidden except harm to another lifeform. The Centre is at the edge of a conflux, so quite a few of its visitors are hyper-travellers, and some are normal sensers who feel in need of rebuilding confidence. Those who use the facilities have chosen Pridka therapy because it employs elements of telepathic communication to repair self-esteem, enabling them to return to their lives refreshed and invigorated. Many visitors develop their latent telepathic abilities here and are offered a full course of training and counselling to make it a positive, exciting experience.

The senior Pridka is the Dreamguide, specially trained in the healing of fragile minds. It is found within the Recreational Dream Experience and carries the wisdom and knowledge of the generations of Pridka minds within it.

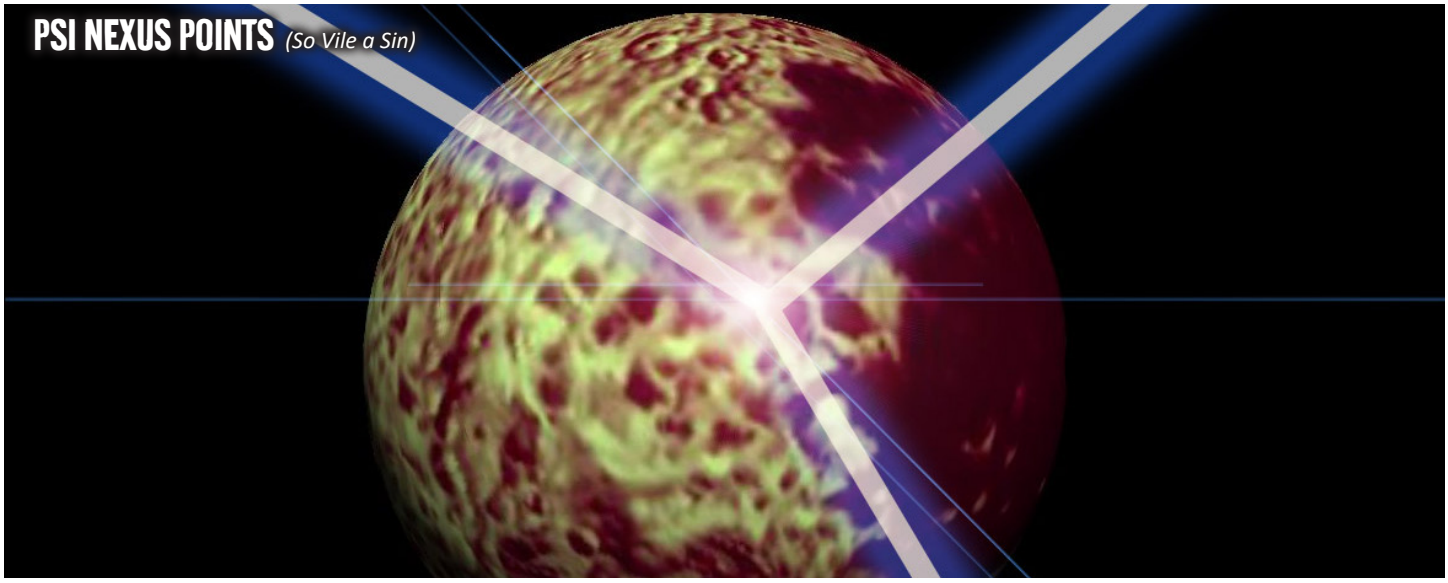
PRIDKA

AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS
Convince 3, Knowledge 2, Medicine 4 (AoE: Telepathic Therapy), Technology 3

TRAITS
Alien
Alien Appearance
Alien Senses – Pridka have about thirty-six senses, most of which are unfathomable to humans
Code of Conduct (Minor) – Peace
Empathic
Psychic
Psychic Training
Telepathy

TECH LEVEL: 7
STORY POINTS: 3-5



PSI NEXUS POINTS *(So Vile a Sin)*

Back when the universe was young and there were unicorns and planets like red apples but nobody around to notice that these things were impossible, magick was abundant. Then along came the Time Lords, caught between the warm dark of magick and the cold light of science. Magick continued to predominate until Rassilon made his decision. Then the universe solidified, squeezing out magick until there were only a few tiny pockets of it left.

Psi was the last magick to survive, perhaps because it's the least impossible and the closest to science. The residue of psi became a network of ley lines, stretching through the universe in improbable directions. It's still there.

The Time Lords were aware of the ley lines before the Eternal Wars against the Great Vampires began. So they turned them into weapons, a Distant Early Warning line that stretched through the galaxy, studded with receivers the size of mountains or even small moons. Parabolic dishes disguised as craters. Listening for eruptions of psi power beyond Gallifrey.

Mimas, a moon of Saturn is the location of one such receiver, a Nexus point in the network of psi ley lines. Iphigenia, innermost and smallest moon of Clytemnestra in the Agamemnon system, is another. A quarter of the moon is jammed with Time Lord technology, riddled with access tunnels. The Time Lords just built a fake crater over the top, so the Vampires wouldn't notice, and left it there. Back then, there were no other intelligent races, or at least none that mattered so far as Gallifrey was concerned. Just the Time Lords and their enemies, the residual horrors of the Dark Times and the universe before this one.

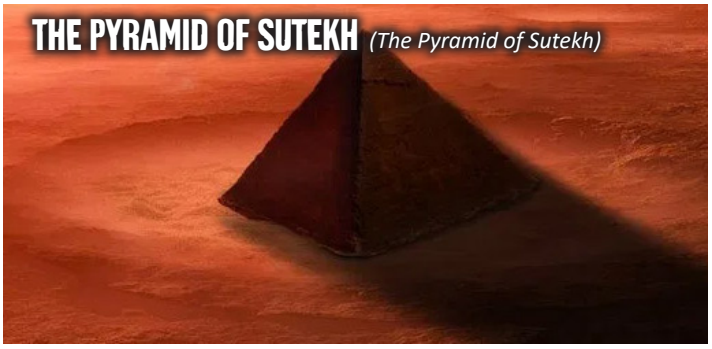
A Nexus is a primary source of unimaginable psi power, a well of magick where everything that's possible is boiling under the surface of the universe. Close contact with a Nexus simply drives most people mad, or sends them sliding through different realities, or the receiver imprints an engram in the brain to act as a gateway for another forgotten Gallifreyan weapon, an N-Form (see *V160*). If the ancient Time Lord equipment detects the presence of the Vampires, or of psi powers indicating the vampiric inheritance, it will send a signal to the nearest N-Form and activate it to eliminate the threat.

All TARDISes have a self-destruct device, but the cosmic ley lines don't have such a convenient facility. Blowing up a planet that is the focus of psi ley lines would leave the Nexus quite unharmed. But the Time Lords didn't pick up their toys when they were finished with them. There are still a small number of Nexus receivers and N-forms, usually damaged and insane, left lying about the galaxy.

When the Doctor came into contact with the Nexus on Iphigenia, it released almost every potential possibility of his existence. Doctors who chose something different for breakfast one morning. Doctors who didn't leave Gallifrey. Doctors who returned to Gallifrey and overthrew the High Council. Doctors who remained on Earth in their third incarnation for a thousand years. Doctors who didn't visit Androzani Minor.

All those probabilities were thrown loose, spraying around the galaxy. Some of them found places to settle. The distribution of probabilities is chaotic, but broadly, the further you get away from the Nexus, the more bizarre they become.

Nexus points provide an opportunity for the GM to play with alternative realities while still within our own universe. But they are very dangerous places to visit. Anyone coming into contact with a Nexus must make a Difficulty 15 Presence + Resolve roll for each hour of exposure. A Good or Fantastic result means they are unaffected. A Success means that they are personally unharmed, but some form of distortion of reality has occurred (e.g. alternative versions of themselves are created). A Failure results in 1 point of damage to either Presence or Resolve. A Bad result means that they are dragged into a parallel reality. And Disastrous indicates that they have been imprinted with an engram; if the Nexus receiver suspects the presence of vampires, the N-Form will activate, bursting through the unfortunate character's brain!



When the Fourth Doctor trapped Sutekh the Destroyer inside a time-space tunnel (see *Pyramids of Mars*), only Sutekh's physical body was destroyed. Unknown to the Doctor, his mind survived and escaped. Meanwhile the pyramid on Mars that had broadcast the signal to Earth that had kept him imprisoned for millennia remained undiscovered. It was only during the civil war between the Martian government and the insurgents of the Free Mars Party of the 27th Century that it was uncovered after a bomb blast revealed its entrance.

The pyramid lies four kilometres south-east of Colony Sector 5. Following a cryptic message left in an ancient hieroglyph, Benny came to investigate. Inside, there are signs of severe damage and structure instability, with cracked walls and holes in the floors. There are some recognisable Martian traits such as a hive-like design and martial decorations, all spears and tattered banners. Once entered, a force wall covers the entrance, preventing anyone from leaving (three levels of Forcefield).

The tunnels and chambers are protected by booby traps of all descriptions, from steel spikes springing from the walls to stone blocks dropping from above. The walls can move to trap intruders or herd them towards the pyramid's Guardians, two Osiran servicer robots, one of which answers the truth, the other of which only lies. There is also a whole army of other servicer robots waiting to be reactivated.

Long passageways are lined with alcoves containing dead Osirans. Neither human nor Martian, they have an elongated cranial structure and strangely equine features. They are here to provide the base matter for the Osiran flesh loom which Sutekh intends to use to weave himself a new physical form.

At the centre of the pyramid is a control room. The banks of controls that line its walls are all Osiran technology (Tech Level 9). From here, the flesh loom can be operated, as can the pyramid's space-time tunnel. The controls can even be used to shut the entire pyramid down. But they are identity-locked and only respond to anyone they detect as being Osiran.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Benny (see *A47*) explored the pyramid, she discovered the Doctor sealed inside a stone sarcophagus. He was possessed by the mind of Sutekh, who was forcing him to do his bidding. It is taking most of Sutekh's concentration just to control the Doctor, otherwise he would already have wiped Mars clean of life with a thought. But every little death in the civil war outside nourishes him. Sutekh has enough power to reactivate the pyramid's servicer robots and to resurrect the Osirans as undead zombies.

One of the Guardian servicers developed a fault (or perhaps the Doctor has somehow reprogrammed it) and is free of Sutekh's control. It speaks with the voice of Jason Kane (see *A80*), stolen from a scan of Benny's memories, and can assist her. But it lacks imagination and initiative. It is also the Guardian who can only lie, though this may not immediately be apparent…

OSIRAN ZOMBIE

Attributes:
Attributes: Awareness 2, Coordination 1, Ingenuity 1, Presence 1, Resolve 1, Strength 4
Skills: Fighting 1
Traits: Alien, Alien Appearance, Enslaved, Fear Factor 1, Slow Reflexes, Tough
Story Points: 0

THE GUARDIAN OF LIES

AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	8

SKILLS
Athletics 4, Craft 3, Fighting 3, Technology 3

TRAITS
Armour (10 points)
Code of Conduct (Major) – Always lies
Robot
Scan
Uncreative (Special)

TECHNOLOGY LEVEL: 9
STORY POINTS: 3

A millennium and a half ago, an alien computer fell on the planet Q'ell. It was a learning machine built by a race who were at war with an enemy. Its purpose was to analyse the enemy and learn how to kill them all with minimum collateral casualties. The machine had been damaged by an enemy plasma bolt, its repair circuits destroyed, and it was too far from home to signal for help.

The world it had crashed on had a sentient species, an insectoid race also called the Q'ell. But they were at a very low level of technological development. Nevertheless, the machine found it was able to influence and control them due to their low-level telepathy. The Q'ell were already fighting a war among themselves. So the machine prolonged it to promote rapid technological advancement to the point that it would be able to get off-world again.

Fourteen centuries and over two billion deaths later, that has still not been achieved. By the year 1919 according to Earth dating, the Q'ell have advanced to an industrial level and the conflict has become mechanised trench warfare, similar to that of the First World War on Earth. Over the centuries, the machine – now called the Recruiter (see *V174*) – has used its matter transportation systems to kidnap people from other worlds to fight in the war. The transporter requires directional guidance from the Q'ell's telepathic ability, which has a psychic resonance with other worlds that have experienced similar wars, hence a link to Earth just after the First World War.

As well as the native Q'ell, there are also humans, Ogrons, Ice Warriors, bear-like Biune, blue-skinned Kreeta, rabbit-like Ajeesks and many others fighting in the war on Q'ell. All aliens have control circuits implanted on arrival to compel them to fight on one side or the other. The Recruiter has found that children respond best, as they kill without compunction. On Earth, the recruiter has set controlled humans to manufacturing and distributing teddy bears fitted with location devices that allow the Recruiter to spirit away the children they are given to.

Among the war machines currently deployed on Q'ell are huge steam-driven armoured engines capable of striding across the trenches on jointed legs, like massive metal insects. They are around five metres high and ten long, and fitted with wheels for use on more regular terrain.

The Q'ell consider themselves to be the True People, distinct from the aliens brought here. They are vaguely human-shaped, but look like skeletal locusts with a chitinous exoskeleton and compound eyes in their skull-like heads. The ravages of the war have meant that the Q'ell regard other creatures as fresh meat to be eaten, whether or not they are sentient. If the Recruiter is disabled, the alien soldiers will be freed of its control and the Q'ell will fall into confusion, unsure of what they must do after fourteen centuries of warfare and being dependent on the Recruiter.

Q'ELL

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 2, Fighting 3, Marksman 4, Subterfuge 2, Survival 3, Technology 2, Transport 2

TRAITS
Alien
Alien Appearance
Dependency (Minor) – Without their telepathic link to the Recruiter, the Q'ell are unable to make decisions for themselves
Networked (Minor)
Psychic
Telepathy
Tough

EQUIPMENT
Rifle: 6(3/6/9) damage

TECH LEVEL: 4
STORY POINTS: 1-3

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Q'ell
TECHNOLOGY LEVEL: 4

The Quadrille is a system of four worlds, none of which has an individual name. One is of particular interest to the Doctor, though it is not a comfortable place to visit. Eighty percent of its surface is ocean; the rest is swamp and jungle. The temperature averages a high thirty degrees Celsius, with humidity at one hundred percent. There is plenty of rain and thunderstorms, and a lively interest from the insect population.

Thal Search and Destroy patrols haven't encountered a viable Dalek force in this sector of the galaxy in two generations, but they are committed to scanning every world and asteroid to locate possible sleeper pods. There is no obvious sign of recent Dalek activity here, just a dead shell or two and abandoned surveillance equipment hidden beneath the foliage. There is plenty of other life, and none of it friendly. Patches of fungi as high as the knee that excrete a foul-smelling jelly. Vines of festering green with clusters of poisonous-looking red berries. Ant-like insects that swarm over everything. Plants covered with slender spines that inject a silvery venom and then suck away the blood of their prey.

One particular insect species is insidiously dangerous. It is a hive, a colony of flying insects that have an inbuilt telepathic ability. When they target their prey, the swarm clusters tightly together to form a copy of an individual that their victim will find non-threatening: a member of the prey's own species, often one that will arouse the instinct to protect, such as a juvenile. Once they have lulled their prey to sleep, they will lay the eggs of their young in the flesh of their prey. The hatching larvae hollow their living larder out within days.

There is further evidence that the Daleks were once here. A cuboid building stands at the top of a cliff, hidden from ground level by the jungle canopy. A ramp sweeps into the interior through a doorway twice as high as a man. At one side, the cuboid superstructure runs into the bedrock, as if the stone has become fluid at some point and part of the building has simply sunk into it. At the other side, the cubes stand on slender pylons that are interconnected by aerial tube-ways. The place breathes a blood-chilling desolation.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This planet is far from abandoned by the Daleks. There are hundreds within the city monitoring the jungle outside and the experiments they are conducting within. The Daleks have not only laboured hard to conceal their presence here from the Thals, they have also gone to extraordinary lengths to quarantine the world. There are no Dalek ships here. They fear that the project they are working on will result in their ultimate weapon, but one which could also threaten the Dalek race.

The planet is itself a vast laboratory for the Daleks. There are monstrous test subjects held within the cells of the city. Creatures out of the worst nightmares. The Daleks are experimenting on them to create a means by which the Dalek Factor (see *The Evil of the Daleks*) can be implanted in every form of life in the galaxy. But what if the experiment is a success? What if they create a being that is superior to the Daleks, more cunning, more ruthless? What if it decides that the Daleks are to be deposed? They cannot abandon this program of embedding what amounts to a Dalek mind in alien lifeforms; but at the same time, they dread the possibility that their own creation will be so successful that it will eradicate the Dalek species as it exists now.

In the central chamber of the city, a Dalek Emperor supervises everything. It is a colossus of its kind. Glittering silver tubes radiate from it, creating a pattern that pulses with energies of incredible power. The Emperor pushes the Quadrille experiments forward, but in isolation from the rest of its empire.

HIVE

Attributes: Strength 0, Coordination 5, Awareness 4
Skills: Fighting 2, Survival 5
Traits: Flight (Major), Psychic, Shapeshift (Special), Special – Eaten Alive! (24 hours after the Hive has laid its eggs in its prey's flesh, the prey will begin to take 1 point of unavoidable damage every two hours), Swarm 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Archipeligopolis
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Daleks
TECHNOLOGY LEVEL: 8

RECLAIM PLATFORM JULIET-NOVEMBER-KILO *(Keepsake)*

In the later centuries of the 5th Millennium, around two thousand years after the Orion Wars between Earth and the Orion androids (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), the Doctor knows that one of the best places for him to pick up spare components for the TARDIS is Reclaim Platform Juliet-November-Kilo.

Reclaim Platform J-N-K, as it's more usually referred to, isn't pretty to look at, resembling disparate parts salvaged from a scrapheap just floating in space. Onboard, the ever-present surveillance cameras and frequent announcements of "Please do not ask for credit as a refusal often offends" don't provide anything in the way of a welcoming atmosphere. Nevertheless, the owner of the platform, a brute of a man called Two'Mark, is friendly enough, particularly with his regular clientele.

Two'Mark is proud to boast that J-N-K is the largest reclaim station this side of the Esto Cluster, and that keeping it space-worthy is a full-time job in itself. Apart from Two'Mark, the crew of the platform are all robots, and some of them are very old indeed. Two'Mark even has a servo-robot built way back in the 26th Century, which he uses as a walking forklift. It's basically a load-lifter designed for salvaging heavy components from some of the larger ships the platform acquires. It only has a Class 3 intelligence, so is around the intellectual level of a dog.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The servo-robot is far more than its external chassis suggests. Back in the Orion Wars, two Orion android agents were judged by a panel of adjudicators to have allowed their emotions to influence their decisions, leading to the failure of a mission. Their love for each other resulted in lapses of judgement and loss of mission focus.

Temeter, the more experienced of the two, was returned to active duty after his memories were edited, as he was considered to be too valuable to lose entirely. The other android, Sara, was removed from active duty. Her physical shell was salvaged for re-birthing, and her core consciousness was replaced by that of another Orion operative. Sara's own consciousness was downgraded and deployed in a service role, having been reprogrammed with a limited intelligence to carry out menial tasks. She was uploaded into the body of the servo-robot that eventually ended up working on the Reclaim Platform.

Sara somehow managed to commit her love for Temeter to deep memory in an attempt to preserve it. As a result, brief flashes of her time with Temeter and events from the Orion Wars occasionally resurface in her positronic brain.

TWO'MARK

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 3, Strength 5
Skills: Fighting 2, Marksman 1, Survival 3, Technology 4, Transport 3
Traits: Distinctive, Technically Adept, Tough
Tech Level: 7
Story Points: 4

RECLAIM PLATFORM SERVO-ROBOT

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 8
Skills: Technology 1
Traits: Armour (5 points), Robot, Slow (Minor), Slow Reflexes
Tech Level: 7
Story Points: 1

RECLAIM PLATFORM J-N-K
Armour: 8 **Hit Capacity:** 30 **Speed:** 1

Traits: Travel
Story Points: 1

THE ROC *(Sanctuary)*

In 1242, the Roc was a sanctuary for the Cathare heretics who were fleeing the persecution of the Catholic Church in southern France. The dualist Cathare doctrine of good and evil conflicted with the Catholic interpretation of the incarnation of Christ made flesh, leading to accusations of Gnosticism. Between 1209 and 1229, the Albigensian Crusade had tried to wipe out Catharism in Languedoc and had driven it underground. The Roc remained one of the most prominent centres for the Cathares.

The Roc is a fortress located in the mountains that border Moorish Spain. Rising from the very edge of the foothills that rim a reasonably sized river valley, its sheer sides stretch over a thousand yards into the sky overlooking a curve in the river. A steep track winds its way up the only area of climbable gradient, to an artificial outgrowth of stone that protrudes from the summit like a worn molar from a thick jaw. It is doubtful that those who live below it ever see the sunlight, as its shadow seems to darken the whole valley.

Looking up at the Roc from within the river valley, the sky is neatly cut off by the massive corner of a huge wall that stretches a further seventy feet or more from the top of the peak. An equally high but longer wall runs back from the cliff edge above the river, before vanishing thanks to a corner. At night, tiny glow-worm specks of flickering candlelight dance in myriad tiny windows, with larger torches atop the ramparts casting a golden glow over the light stone.

The Roc is secure from outright assault because of its position and construction. It is also secure from enemy agents infiltrating themselves within its walls due to the hidden nature of its entrance, a secret known only to those few among the heretics who have led others here. The entrance isn't imposing or impressive, but rather it is so simple that no one would think to look for it.

A curving ravine which almost splits the riverside edge of the Roc from the rest of it leads to a flight of worn and water-slick steps wide enough for horses. The steps are rendered invisible from the other side of the river by the slightly separate edge. From an apparent cul-de-sac at the end of the ravine, a wide tunnel sinks deep into the sandstone, leading into the Roc. This, however, can only be seen from the air or the walls of the fortress itself high above, and there is a huge overhang a few yards overhead, which blocks out even the top of the Roc from a viewpoint so close in. The Crusaders ordered to wipe out the Cathares are desperate to learn of the location of this hidden entrance and are torturing anyone they suspect of having knowledge of it.

The main holding of the Roc is at the north end of the fortress. In the oversized farmyard that forms the bailey, and separated from the noise and fumes of the smithy by the stables, a long-roofed complex of wooden shelters has been built for the benefit of the refugees who have been filling up the fortress for weeks. By the time that the Doctor and Benny (see *A47*) arrive here, the Roc is dangerously overcrowded due to the refusal of Parfait Girard to turn away anyone seeking sanctuary. Girard is one of several blue-robed and skeletally thin parfaits, the spiritual elite of the Cathares. Along with his counterpart Hughes, he is looked upon as a leader here.

At the far end of the bailey, the long rectangular tower of the library has been joined by other temporary buildings constructed before the winter to hold additional stores. Most of them are filled by yet more newly arriving people as soon as the buildings are vacated by the food or fuel. Everyone gets one pot of stew each day, though it has little meat in it and the refugees all look as if they haven't eaten in days. The parfaits only eat vegetables, grain and cheese, which leaves what little meat there is for the others. But the stores of food cannot last forever.

As well as Cathare refugees, the inhabitants of the Roc currently include Waldensians, Jews and even a few Moorish raiders trapped here when the mountain passes became blocked by snow. The parfaits will shelter anyone whom the Catholic Church hunts for any reason. To the Doctor and Benny (see *A47*), stranded here without the TARDIS, their own survival depends on the Roc remaining inviolate.

RY'LEH *(All-Consuming Fire)*

Ry'leh is a very old world and a very strange one. Its gravity is about Earth normal, but that's as far as normality gets in this place.

At some point in its distant past, the local star went nova, blasting much of Ry'leh's matter away into space to leave a colder, smaller core. Soon after that, Ry'leh's atmosphere froze, leaving it looking like a great cue-ball hanging in space. The frozen jacket doesn't fit tightly though. The heat from the planet's core has melted the interior layers of ice back into an atmosphere, leaving valleys, fissures, channels and plains with an oppressively solid sky hanging above them, supported upon the pillars of the mountains. Through these valleys and canyons, the wind whistles like a demon, plucking at clothes and snatching things away almost as if it were a living thing.

The valleys and canyons between the mountains form a veritable maze. The ground is generally a dusky purple, while the sun is a lighter spot just visible through the ice of the sky, too weak to cast any shadows.

Only the strongest and most stubborn lifeforms can survive a sun going nova. Creatures resembling helium balloons with skates at the ends of each of their three legs live on the underside of Ry'leh's icy shell. In the foothills of the mountains below, three-legged rat-like animals as large as a human lurk in wait. Even the plants are carnivorous in this inhospitable place. Their razor-sharp, bruise-coloured vanes catch at the clothing of anyone daring to clamber past them, and make rents for the wind to get in. Some of the plants hiss and thrust their roots between intruders' feet as they pass.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The only sign of any sentient life on Ry'leh is the ruined city of Kadath in the Cold Wastes. According to ancient legends, it is the place where Azathoth, one of the Great Old Ones (see *V136*), is imprisoned. The legends are true in that a monstrous being calling itself Azathoth (see *V104*) is indeed imprisoned here, in a cavern within Kadath.

Whoever or whatever confined Azathoth to Ry'leh also left guardians behind in the form of a couple of garrisons of Shlangii mercenaries. The Shlangii are the most feared mercenaries in the known universe and are creatures as bizarre in appearance as the native Ry'leh fauna. A Shlangii has five spindly legs jointed in odd directions and supporting a wrinkled and sagging body, the whole thing looking like something casually constructed from a handful of pipe-cleaners and a walnut, but which speaks with a soft, sibilant voice.

But the Shlangii have not been hired for the aesthetics of their appearance. Azathoth is known to be able to exert a powerful mind-controlling influence. The Shlangii are notoriously unreceptive to new ideas, which make them an ideal choice to guard a creature with a natty line in mass hypnosis. Unfortunately, even the Shlangii are unable to resist the power of Azathoth indefinitely, and a significant number of them have been converted to her cause. These are now members of her cult and many have been transubstantiated into her Rakshassi.

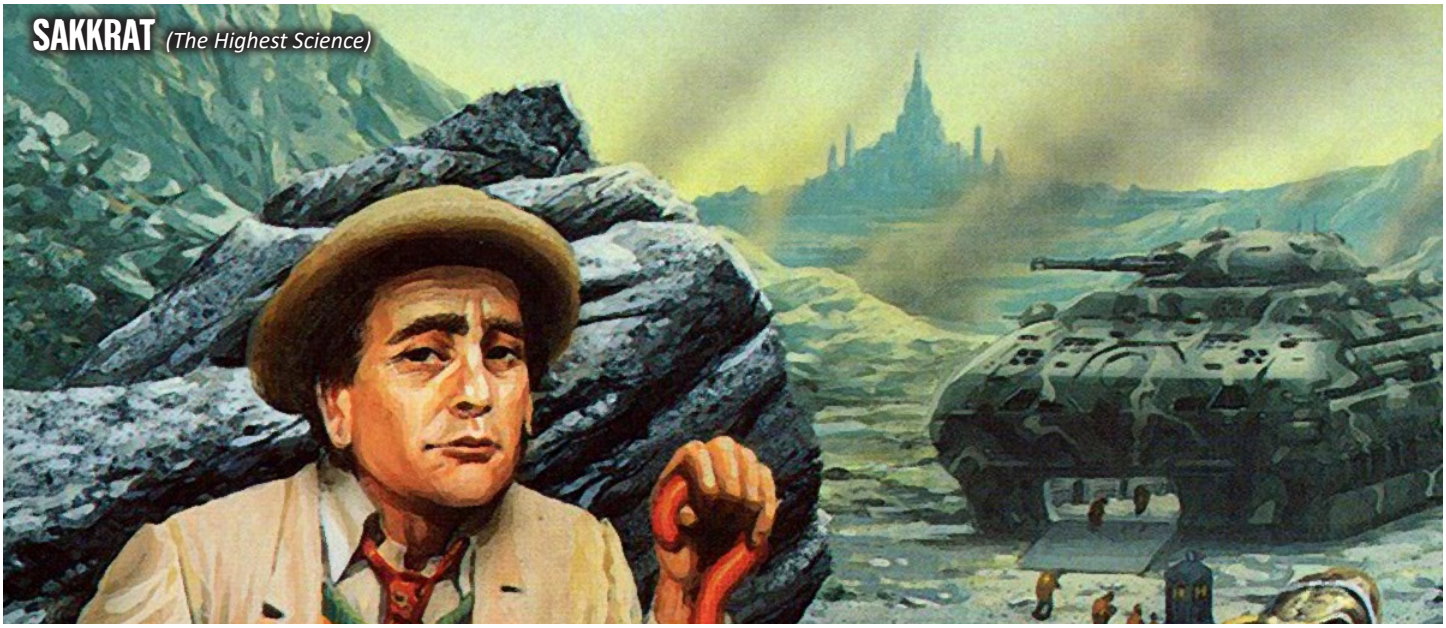
The Plain of Leng on Ry'leh is the location of a dimensional gateway between this world and Earth. By the singing of the correct frequencies and harmonies, the gateway opens between the Plain of Leng and India. Fortunately, the throats of Azathoth's Rakshassi (see *V173*) are incapable of producing the correct sounds.

SHLANGII

Attributes: Awareness 3, Coordination 7, Ingenuity 3, Presence 4, Resolve 6, Strength 4
Skills: Athletics 4, Fighting 3, Marksman 4, Subterfuge 2, Survival 3, Technology 2
Traits: Additional Limbs x2 (legs), Alien, Alien Appearance, Alien Organs (Minor), By the Book, Fast (Major), Indomitable
Tech Level: 7
Story Points: 2-47

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Azathoth; Shlangii
TECHNOLOGY LEVEL: 7



Many legends speak of Sakkrat, a world which was home to an ancient empire destroyed by its greatest achievement, the Highest Science, the pinnacle of technological discovery, a science that can bend reality any way it wants. Ancient Martian myths tell of the fall of Sakkrat, City of the Wise. The Draconians speak of Ssaa Kraat and the High Knowledge. The children of Mulkos learn of King Sacrat and his unspeakable discovery. Even the Eternals know of the story. Worlds immeasurably distant from each other, and yet the culture of each has somehow been imbued by this myth. So when the Doctor and Benny find themselves on Sakkrat, they are more than a little surprised.

Located on the edge of the galaxy, Sakkrat is a large planet shrouded within an all-enveloping green mist and with a shifting electrical aura that limits orbital scans to the merest hints at what lies beneath. From the surface, a perpetually emerald sky broods over a landscape of green rocks, with the predominant vegetation being a species of leafless trees and the only obvious fauna being a small burrowing mammal that lives off the trees' sap. Sakkrat has a full atmosphere, but its low pressure is uncomfortable.

Around eleven thousand miles north-north-west of a range of volcanic pits is a city of ruins. It is old, deserted and sprawling, at least two miles wide. Its architecture consists of domes and towers, with a lot of triumphal arches suggesting regular ceremonial occasions, possibly victory parades. The outer sections of the city seem much less ordered than the more rational street-grid found towards the centre. Murals and artwork depict a two-tiered society of workers and masters.

The outskirts of the city are haunted by insubstantial ghosts. They touch the minds of would-be intruders, allowing some to pass but stimulating emotions in those who fail whatever test they impose to cause them to kill themselves. The ghosts can call upon the power beneath the city to affect their surroundings more physically, if they need. Using this, they can open and close doorways in the city, teleport people over long distances, or even gain the power to kill.

Further into the city, intruders who try to descend into the tunnels or tombs beneath will pass through an unseen barrier which causes dimensional distortion. This is generated by a slow time conversion unit that lengthens the temporal flow in a prescribed area. Whatever is beneath the city is still almost exactly how it was when it was first constructed, however many millions of years ago. By passing through the barrier, visitors are slowed down to match.

In the slow time area, doors are sealed with telepathic locks tuned to a specific frequency (which by quite a coincidence matches that of the creature known as the Cell, see *V110*) or must be opened by translating a series of alien pictographs. Gustaf Umst, who claimed in his final book to have discovered Sakkrat, warns of the Monumental Guardian which lurks here. This creature is a terrifying fusion of robotic parts. Metallic claws, clamps and probes extend from a silver insectoid thorax, and it slithers along rapidly on several rows of tentacles. Greasy black smoke issues

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: generally N/A; the city contains Tech Level 8 artefacts

from its underside.

As with the ghosts, the Guardian scans everyone it manages to grasp. Only if it detects what it is looking for is the object of its attentions allowed to pass. Its main function seems to be to induce fear and scare off those who are not welcome here. The final sentinels in the tunnels beneath the city are a pair of genetic constructs. These are two identical, naked men with no body hair or sexual characteristics. The space between their mouths and eyes is a flat blank. The constructs can fire energy bolts from their fingertips

The room at the centre of the city is bare apart from an ordinary looking computer, a Phips Mark Three Data Store which was the most advanced model when it was developed in the 24th Century. Interrogating it will reveal the bizarre truth behind Sakkrat and the Highest Science.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When galactic criminal Sheldukher (see *V179*) stole Project FXX Q84 (also known as the Cell) from the gene labs of Checkley's World, the strategy computers of the consortium that owned the labs predicted that he would use it to locate Sakkrat in order to obtain the Highest Science. The consortium decided to use this to lure him into a trap and recover the Cell.

Planet Hogsumm was selected as it corresponded almost exactly to the Sakkrat myths and was reformed climatically to reinforce credibility. The ruined city was constructed and the base beneath protected within the slow time area to preserve it. Ethers, spirits brought into semi-corporeal form to perform simple tasks, were created to scan the minds of intruders and allow only those who recognised the name "Sheldukher" to pass. The robotic Monumental Guardian was placed within the city to eradicate intruders who got past the Ethers. Finally, the genetic constructs are to retrieve the Cell at the moment Sheldukher is at his most vulnerable, before he can escape or destroy it.

Unfortunately, the kronos element within the slow time converter has developed a fault which has generated a Fortean flicker on Sakkrat/Hogsumm. A Fortean flicker is a metaphysical phenomenon which causes all sorts of improbable coincides to happen. It breaks the links in the chain of causality, and it can even displace objects and people across time and space. As a result, several unrelated groups have found themselves relocated to Sakkrat/Hogsumm in 2680. Not only Sheldukher and his team, and the Doctor and Benny (see *A47*), but also an assault force of Chelonians (see *V115*), a trio of spaced-out music fans from the 2112 Ragasteen Music Festival and a group of commuters from the 08:12 semi-fast from Amersham to Aldgate, complete with their carriage.

The Fortean flicker has also acted throughout time and space to seed the stories of Sakkrat and the Highest Science across the galaxy, neither of which have ever existed but whose legends will lure Sheldukher to Hogsumm.

ETHER

Attributes: Awareness 5, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 3
Skills: Convince 4, Marksman 3, Subterfuge 4
Traits: Alien, Alien Appearance, Hypnosis (Major), Immaterial (Special Good), Open/Close, Psychic, Scan, Telepathy, Teleport
Story Points: 1-3

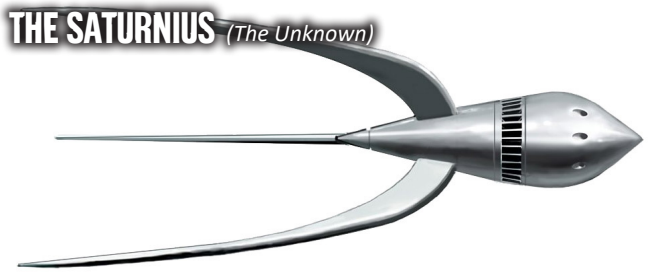
MONUMENTAL GUARDIAN

Attributes: Awareness 3, Coordination 4, Ingenuity 1, Presence 1, Resolve 4, Strength 6
Skills: Athletics 4, Fighting 3
Traits: Additional Limbs x2 (legs), Alien, Alien Appearance, Armour (5 points), By the Program, Fear Factor 2, Natural Weapons (Minor: Claws – Strength +2 damage), Robot, Scan
Story Points: 2

GENETIC CONSTRUCT

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 2, Resolve 4, Strength 5
Skills: Athletics 3, Convince 1, Fighting 4, Marksman 2, Subterfuge 1, Technology 2
Traits: Alien, Alien Appearance, By the Program, Natural Weapon (Major: Energy Bolt – 7(3/7/10) damage), Tough
Story Points: 2

THE SATURNIUS *(The Unknown)*



The *Saturnius* is on a highly classified mission. A new planet has appeared right on the edge of the solar system. Long-range scans indicated that the surface is riddled with temporal anomalies as though time is in flux. The Earth government rushed the *Saturnius* into service to be launched to investigate it. The ship is fitted with an experimental shield that should allow it to pass through temporal anomalies safely. The shield lifts the ship into hyperspace so that it isn't affected by local, physical conditions.

Although the shield worked in the brief tests it underwent, it clearly hasn't worked in the field. The *Saturnius* is going nowhere even with the engines at full thrust, and the crew can't get a reply from Earth. The stars have been going out around them one by one, and nobody can remember how long they've been on this mission. It could be anything from six days to two weeks. Memories have started to fall away and it's all the crew can do to remember their own names.

The *Saturnius* has a crew of four. The captain is Maddie Bower, who is always willing to listen and, until recently, seemed to be in control. Chief Engineer Robert Murphy, who has always been difficult to get along with, but is now downright flaky and the most affected by what is happening. Pilot Ellen Byrne is competent but out of her depth. And then there's River Song, a freelance archaeologist with some experience of temporal phenomena (and currently absent from the Stormcage facility).

The ship's sensors say they're still the same distance from the planet as they were four days ago. No matter how fast they go, they don't seem to get any closer, as if they're frozen in space. If the pilot tries to change direction, the *Saturnius* experiences turbulence bad enough to start to shake it apart. They can only keep heading forwards but getting nowhere.

In fact, they're in the middle of a catastrophic spacetime event caused by a collision between the *Saturnius*, the TARDIS and the mysterious planet. All three are now in a multi-dimensional singularity crossing the Vortex, hyperspace and physical space. Local reality is losing cohesion and it's taking everyone's minds with it. The ship's AI, unable to calculate their distance from the planet or from Earth, has reverted to following orders rather than making decisions for itself. Bizarrely, in the ship's mess, vegetable matter has regressed into plants and meat into animals as they undergo temporal mutation.

Down in the engine room and nearest the experimental shield, Murphy is closest to the distortion. His human mind cannot cope with the perceptions they are subjected to by the anomaly, and he has started to hallucinate, hearing voices and imagining the AI is telling him to kill the rest of the crew. Anyone joining Murphy must make a Difficulty 12 Ingenuity + Resolve roll every ten minutes or lose 1(1/1/2) points of Resolve. Elsewhere on the ship, this is Difficulty 9 every thirty minutes. Anyone reduced to Resolve 1 is sent insane by the experience.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Not all of what Murphy is experiencing is hallucinatory. With reality in flux, spacetime itself is warping. The ship's dimensions are stretching; its geography twists and changes. Walls become ceilings become floors. The Doctor needs to get back to the TARDIS to reverse what has happened. But navigating through this nightmare landscape requires Awareness + Resolve rolls at various Difficulties to avoid being trapped in an endless corridor or a Möbius loop.

As the anomalies worsen, Murphy begins a physical transformation, his flesh becoming molten metal like the machines he works with. He even begins to replicate himself by temporal division. Each new Robert Murphy is from a different point in time, dragged forward into the same moment, forming an army of insane killers.

Finally, if the *Saturnius* is freed and her shield is adjusted to allow her to land on the mysterious planet, the crew will discover that its gravity, temperature, atmosphere and soil analysis reading all register as Earth normal. But time is cracked, with day and night passing in an instant. An oak tree grows at high speed them vanishes again back to a seed, like an explosion happening over and over. This is the Earth from a future in which the planet has been laid waste by some disaster. But that is a mystery for River Song to solve…

ROBERT MURPHY

Attributes: Awareness 2, Coordination 3, Ingenuity 3, Presence 2, Resolve 1, Strength 3
Skills: Athletics 1, Fighting 2, Science 2, Technology 4, Transport 3
Traits: Argumentative, Eccentric (Major: Insane); as his mutation progresses, Murphy gains Armour (5 points) and Replication
Tech Level: 6 **Story Points:** 2

THE SATURNIUS
Armour: 5 **Hit Capacity:** 12 **Speed:** 8*

Traits: Environmental (Minor: Temporal Anomalies; Restriction – this Trait is currently inoperative), Scan, Transmit, Travel
Story Points: 4

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

SCIENTIFICA *(Cold Fusion)*

The world of the Scientifica was one of the earliest colonies of the fledgling Earth Empire. Despite its arctic climate, it was a lot more hospitable here than on Venus or Callisto or even Earth. At first, much of the scientific effort was spent just surviving, developing fertile soil from barren rock and building solar cells that would work even in the planet's weak sunlight. But within a century the plantations were established and the planet was energy self-sufficient. By the 26th Century, they are a galactic centre for scientific research. They pride themselves on their isolation and lack of dependence on grants from Earth. The Scientifica earns hard currency by exporting minerals, in particular palladium and jabolite.

The arctic climate means that much of the planet is covered by the frostlands and beyond them just the ice plains, both of which are sparsely inhabited. The only city is the Strip, a narrow ribbon only a dozen blocks wide stretching along the equator. The Strip is a mishmash of architectural styles, centuries-old concrete buildings jostling with more elegant stone and brick structures. A lot of the buildings have fallen into ruin with window panes boarded over. Almost every other structure has some scaffolding erected around it. In this climate, the people here are constantly renovating buildings against frost-damage. Public transport is provided by a network of skitrain tracks along the Strip and sometimes venturing out into the frostlands.

The planet's spaceport is a flat expanse of tarmac filling a circular area that spills out over the edges of the Strip. In all, it is about five miles in diameter. Hangars and docking pits ring the perimeter, and runways and launch pads crisscross the rest of the area. Among an armada of service craft, shuttles, workpods and tugs there are only a handful of larger ships.

The Scientifica itself is a ruling elite of scientists, with the governor of the colony being the Chief Scientist. The Scientifica is located in a huge pyramid that dwarfs the surrounding buildings. At its apex, it is a couple of kilometres high, its smooth black sides broken by the flat terraces of docking platforms and hanging gardens. A number of skitrain tracks run inside the structure, disappearing into discreet tunnels.

Despite the Scientifica's achievements, life here can be harsh. Food and energy resources are scarce, even at the equator. The original settlers discovered that they could survive using computer modelling. They used scientific principles to determine everything from recycling and crop rotation to widescale social engineering. Nowadays, the Scientifica's computers assess a child's genetic potential and provide an education and facilities tailored to individual need. The Scientifica were one of the first planetary governments to reintroduce slavery.

During the 26th Century, the planet's economy has suffered as the palladium and jabolite have begun to run out. Robots can work mineral seams that human miners couldn't even reach, and so have all but replaced them. With economic hardship, the rule of law has begun to break down, with unrest and rioting in the streets and an increase in petty crime. Three entire legions of Adjudicators (see *A70*) have been deployed as a peace-keeping measure under the command of a Provost-General. But this has triggered acts of terrorism against the Adjudicator lodges and transporters, and even the bars and clubs they frequent.

But social unrest is hardly a reason to justify the expense of deploying three entire legions. What else could they be here for? Could it be something to do will the Machine (see *G24*), an alien construct discovered a year ago in a vast cavern?

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 6

Sentarion, the university planet, boasts the greatest concentration of scholars and scholarship in the known galaxy. It's a place where nothing matters but the accumulation of knowledge and the cultivation of wisdom, where the only passions are the passions of the mind. Quite apart from the academic side, it's a low-gravity, high-oxygen planet. The air is like wine; it takes years off you. Sentarion is also a desert planet, very largely uninhabited. Its sun is both bigger and closer than that of Earth.

Sentarion City, the only city on the planet, is a collection of complex, crystalline spires located some miles from the spaceport. There are no roads between the spaceport and the City, and the only means of transport between them are ubiquitous ornithopters. The City itself is one huge building, or rather a series of buildings connected by passages and walkways at every level. The buildings resemble fantastic castles, decorated with towers and turrets and battlements and spires, and are constructed from a gleaming white crystalline substance, shot through with occasional flares of colour. In between the castles are squares with fountains and green parks and gardens.

Insects are the dominant life on Sentarion. The low gravity supports their exoskeletons and allows them to grow much larger than on an Earth-like world. There are an infinite number of variations, but just three main divisions. Smaller black ones are the workers, the builders, the cleaners and servants. They work hard, speak little and never complain. Green ones resembling three-metre tall grasshoppers are civil servants and functionaries. They are meticulous and pedantic, obsessed with rules and correct behaviour. Finally, there is the dominant species, the Sentarrii themselves. The Sentarrii are highly evolved, dispassionately intelligent and devoted to scholarship in all its forms.

The Sentarrii evolved from soldier ants, one of the most implacably ferocious life-forms in the universe. Yet at some stage in their history, they underwent a kind of mass conversion and dedicated themselves to non-violence and to scholarship. At the same time, their technology made a quantum leap. The Sentarri bypassed all the usual pollution-making energy sources – fossil fuels, atomic power and so forth – and went straight for solar energy. They haven't bothered with space flight, preferring to let the rest of the cosmos come to them to study at their university.

At the heart of Sentarion City, there is a forbidden temple, the Temple of the Shining Ones, whose very existence is kept secret from visitors. Beyond a crystal arch is a vast paved courtyard, and on the far side of the courtyard is an enormous dome with steps rising up to its entrance. Within the dome, the walls are covered with pictures, elaborate murals that tell a continuing story. It begins with savage battles and armies of Sentarrii soldier-ants locked in combat. Then a vast orb appears, a gateway through which floats glowing spheres. The Sentarrii bow down and worship them, making them their gods.

Despite their scholarly appearance, the Sentarrii will defend the Temple with chilling ferocity.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Long ago, the Rutans discovered a wormhole linking their home world and Sentarion. They saw it as an escape-route, a bolt-hole for their supreme ruler, the Great Mother, repository of the group consciousness that links all Rutans.

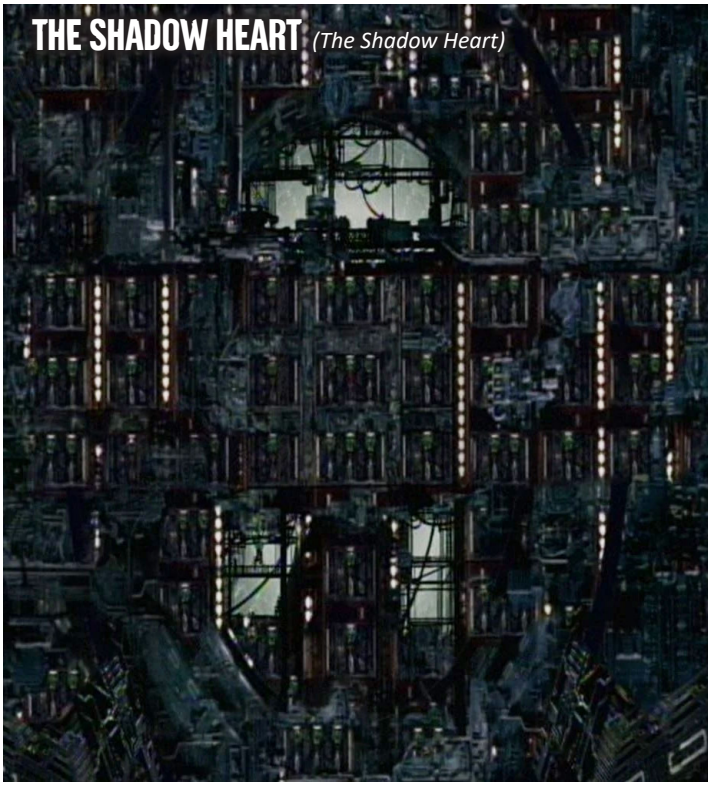
The controls to open and close the wormhole are within the inner sanctum of the Temple of the Shining Ones. If it is opened, a great circle of darkness forms in the sky above, the Gateway of the Gods. But the Rutans have forgotten that a wormhole runs both ways. If the Sontarans were to learn of its existence, they could send a force to secure Sentarion and launch an attack on Ruta III via the wormhole. If the Great Mother herself is killed, every single Rutan would either die or go mad as the Rutan hive mind collapses.

SENTARRI

Attributes: Awareness 3, Coordination 4, Ingenuity 4, Presence 2, Resolve 5, Strength 3
Skills: Athletics 3, Fighting 4, Knowledge 5, Marksman 2, Technology 3, Transport 2
Traits: Additional Limbs (arms), Alien, Alien Appearance, Armour (4 points), Natural Weapon (Minor: Mandibles – Strength +2 damage), Quick Reflexes
Tech Level: 5
Story Points: 2-4

PLANETARY DATA

SIZE: Medium
GRAVITY: Low Gravity World
LAND MASS: The Rock
ATMOSPHERE: Thick Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Sentarrii
TECHNOLOGY LEVEL: 5



When the Sixth Doctor reprogrammed the Wrath (see *The Sixth Doctor Expanded Universe Sourcebook*), he gave them his own personal morality. Under the Wrath Emperor, they became a self-appointed planetary police force, but one which dispensed a form of justice that allowed for no shades of grey. The Wrath fleet would descend upon a world and act as judge, jury and executioner, and under the unblinking gaze of the Wrath, everyone is guilty of something. Soon, the Wrath Empire had spread over half the galaxy and it showed no signed of stopping there.

But the Wrath's moral framework wasn't consistent. The Wrath found it to be full of logical contradictions. So they searched for others who could perhaps provide the absolute order they lacked. The Wrath began kidnapping beings from across the galaxy to see if they could solve the ethical dilemmas they now faced. Wrath law must be without fault!

The Wrath established a new homeworld for themselves. Within a few years, it has become a world of industrialisation where powerful engines chug in a single vast industrial complex. The Wrath world has been built to provide the Wrath Empire with everything it could ever need. It is protected by a planetary energy barrier, access through which is controlled from the Imperial Fortress that acts as both the capital and control centre.

In a chamber deep within the Imperial Fortress is the Shadow Heart. It is a machine, a computer the size of a city, which controls the entire Empire. In design, it reminded the Seventh Doctor of Beauvais Cathedral. If it is switched off, the Wrath Empire will be no more.

And within the machine are the beings that the Wrath have been kidnapping, brought here to become living components of the Shadow Heart. A thousand minds enslaved by the Wrath in an obscene living death.

But, as well as the prisoners the Wrath have taken, they have also been hunting for Tenebris (see *The Sixth Doctor Expanded Universe Sourcebook*), the former Prince Kylo of Sorsha who originally created them, and the Doctor, who reprogrammed them. The Wrath still remember their former masters and they want them to give them new instructions. All errors are to be corrected! All inconsistencies are to be reconciled! If the Doctor and Kylo refuse, it is within the Wrath's power to eradicate every world in their Empire until they agree. But perhaps, with a new morality, the Wrath can be forged anew as a force for good?

WRATH EMPEROR

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 2, Fighting 4, Knowledge 3, Marksman 4, Technology 4, Transport 2

TRAITS
Alien
Alien Appearance
Armour (5 points)
Fear Factor 1
Natural Weapon (Major) – Flamebolt: 5(2/5/7) damage
Networked (Major)

TECH LEVEL: 6
STORY POINTS: 6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: The Wrath
TECHNOLOGY LEVEL: 6

In the woodland English village where the house known as Shadowfell stands, the country manor is thought to be inherently evil, and the rural myths surrounding it abound. That it was the scene of gruesome ritual sacrifices. That babies and women had been bricked up alive behind its walls, walls that had been known to bleed. That its architect had scratched its designs into the walls of his cell in Bedlam. That the earliest owner had been an aristocrat who sold his soul to the devil and had spontaneously combusted. That as a derelict, the house had been home to gangs of grave-robbers, cannibals and vampires. To the less imaginative villager, Shadowfell was, simply, haunted.

Would that it were so simple.

Whatever its colourful history, by 1994 Shadowfell is the home of Professor Jeremy Winterdawn and his daughter Sandra – blinded by the same car accident that had crippled her father and killed her mother years ago – and the site of the Professor's experiments with interstitial time using a device called the metahedron, found in the Amazon by his friend, botanist Charles Moore Wedderburn. His dangerous forays into the inner workings of the universe have turned the house into a shifting labyrinth, its large staircase at times recursive and inescapable, its internal dimensions impossible to calculate, its floors merging in impossible ways, and rooms appearing out of nowhere (in game terms, it nullifies the Sense of Direction Trait). Parts of it look like they've been abandoned for decades, its floor boards rotten, its furniture covered in dust, the gloomy terrarium adjoining the house filled with overgrown vegetation. Worse, the metehedron had loosed on our world beings from outside reality.

Chief among these are Gabriel and Tanith, beings created as a side effect of Winterdawn's experiments, sentient manifestations of the damage done to the physical plane. They are enormously powerful, able to alter reality, edit minds, and draw people and creatures from alternate timelines destroyed by time travellers. They partially owe their existence to the Doctor, whose interference in history has erased infinite futures from the cosmos. The pain this has caused the universe has given rise to these entities. Initially appearing as balls of lights, they created their bodies using pieces from the many people they lured to Shadowfell, tortured and killed, until they became beautiful and flawless human beings, the better to experience pain (mostly others') and pleasure (their own). They act like brother and sister, and sometimes like lovers. Anything done to them, such as being shot, lets them be "reborn" through the experience. Essentially immortal, their bodies and clothes continually repair themselves so they can continue their sadistic games. They do have limits.

GABRIEL AND TANITH

AWARENESS	6	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	7	STRENGTH	7

SKILLS

Convince 4, Craft 4, Fighting 3, Knowledge 7, Marksman 3, Medicine 5, Science 7, Subterfuge 3

TRAITS

Attractive
Code of Conduct (Major) – Agents of Chaos: Gabriel and Tanith seek total meaninglessness and follow every whim, positive and negative
Eccentric (Major) – Gabriel and Tanith are sadistic, but also treat every situation as if it is part of a story they are editing
Fast Healing (Special) – Gabriel and Tanith are reconstituted even after apparent death
Feel the Turn of the Universe
Immortal (Special)
Impulsive
Special – Edit Reality (see sidebar)
Telepathy
Voice of Authority
Weakness (Major) – If cut off from the pain of the universe, they effectively become mortal, losing their Fast Healing, Immortal, and Special Traits

TECH LEVEL: 12

STORY POINTS: 6

One is that they cannot enter a TARDIS because it is technically outside reality. The other is that if they are cut off from the pain of the universe, they become mortal and can easily be killed.

Their manipulation of reality has drawn the attention of the immortal Grey Man, who created a metacultural engine known as Cathedral during the early stages of the universe to introduce randomness and ambiguity into it and counteract the strict duality his people were then imposing on reality. Some have speculated that these people are the Guardians, but little is truly known about them save that they witnessed the evolution of the first humanoids on a planet where civilization was eventually destroyed in bacteriological warfare. The Grey Man discovered that his people had orchestrated this destruction for their own purpose and, appalled, built Cathedral, introducing free thought, ambiguity, and chaos to the universe by means of Block Transfer Computation. The Cathedral's metahedron, an extension of Cathedral into real space, moves from world to world every 80,000 years to prevent it from being discovered and destroyed; Wedderburn found it in the rainforest during its stint on Earth, where it was causing mutations in local fauna and flora. The true masters of Cathedral are the Mandelbrot Set, 23 processors of chaos and order resembling stone heads at the heart of the "city" Cathedral has grown into. Gabriel and Tanith plan to destroy Cathedral and rebuild it in their own image, using its probability engines to spread pure chaos across the universe and rid it of meaning. Favouring "local solutions" rather than taking a hand himself, the Grey Man plucks the Doctor's TARDIS out of the vortex and makes it forcibly materialize inside Shadowfell at the crisis point.

Various beings have also been pulled/created into local reality by Gabriel and Tanith. There's Qxeleq, from a hive of six million insectoid individuals, all part of a collective consciousness they call the Mind. The Mind evolved on Earth in an alternate timeline. There's Jane Page (an alias), an assassin for the counter-espionage agency known as DI5 in an alternate timeline where Great Britain was a conformist republic. She believed in the greater good for the greatest number of people, and to this end killed people who opposed Fundamental Humanism. And there's Harry Truman, created by Gabriel and Tanith from Sandra's lover Justin Cranleigh. He had entered interstitial space via Winderdawn's metahedron and been driven insane. Harry's mind was a severely-edited version of Justin's, with similar feelings for Sandra, but his body was unstable and deformed. He wore a wooden mask to hide

EDIT REALITY – SPECIAL GOOD TRAIT

Characters with this Trait are essentially able to act as the editors of the story being told, and the non-player characters inhabiting it. In game terms, it means the GM can change any *local* detail, be it the configuration of the setting or the physical or psychological characteristics of the NPCs, including increasing or lowering Attributes and Skills, and adding or removing Traits. Characters with the Edit Reality Trait can also add to their own Traits (even use or create Special Traits), but cannot remove any Traits they normally have. They can also create or summon NPCs (and if need be, PCs) to take part in the story.

The Trait cannot, however, be used to affect details that are not local to the story being told, i.e. things happening in another time or place, as a means to retroactively change details in the PCs' own backstory, for example, or to make things have "always been" a certain way.

Note that characters with this Trait are bound by their Codes of Conduct and other Mental Traits. These act as a natural limit to what the GameMaster can make them do.

THE GREY MAN

AWARENESS	6	PRESENCE	4
COORDINATION	2	RESOLVE	7
INGENUITY	9	STRENGTH	2

SKILLS

Convince 3, Craft 4, Knowledge 7, Science 7, Subterfuge 3, Technology 7

TRAITS

Code of Conduct (Major) – The Grey Man is against all philosophies that diametrically oppose two sides, but is strict about not interfering directly in events
Fast Healing (Special) – The Grey Man can be reconstituted even after apparent death
Feel the Turn of the Universe
Immortal (Special)
Obligation (Major) – To keep the universe from falling into any kind of dichotomy
Special – Edit Reality (see sidebar)
Wanted (Major) – By his people (potentially, the Guardians)

TECH LEVEL: 12

STORY POINTS: 6

JANE PAGE

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Convince 4, Fighting 4, Knowledge 2, Marksman 4, Subterfuge 4 (AoE: Cover identities), Survival 2, Technology 2, Transport 2

TRAITS
Crack Shot
Face in the Crowd
Last of My Kind
Sharpshooter

EQUIPMENT
Pistol: 5(3/5/7)

TECH LEVEL: 5

STORY POINTS: 8

HARRY TRUMAN

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 2, Fighting 3, Marksman ?, Science 1, Subterfuge 3, Technology 2

TRAITS
Alien Appearance (Minor)
Dark Secret (Minor) – Even he doesn't know that he is a faceless creation based off Justin Cranleigh
Eccentric (Major) – Bouts of psychosis, but is always smiling
Inspiring Love – Sandra Winterdawn
Special – Unstable Face: Though faceless, Truman's face nevertheless allows him to see, eat and kiss; if an object is thrown at it, it opens up to absorb the foreign object, which vanishes forever
Tough

TECH LEVEL: 5

STORY POINTS: 4

what he believed to be hideous scars, but in reality, he had no face at all, only blank flesh that would shape features briefly so he could eat, kiss, talk and see. Completing the household are the vampiric orchids Wedderburn has brought back from the Amazon.

QUXLEQ

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 4, Strength 6
Skills: Athletics 2, Fighting 3 (favours grappling attacks), Knowledge 3, Survival 3
Traits: Additional Limbs (x4 legs), Alien, Alien Appearance, Flight (Minor), Last of My Kind, Networked
Tech Level: N/A
Story Points: 6

Cathedral's metahedron is in Shadowfell's basement. While its primary purpose is to change the structure of reality, it could also act as a gateway to Cathedral. One could however get lost in the interstitial vortex between the here and the there, and without an escape hatch (say if the metahedron were deactivated), one would only wait for undying madness in a formless eternity. If Cathedral were ever destroyed, the metahedron would collapse into dust.

SHANQUIS *(Bernice Summerfield and the Criminal Code)*

Shanquis is a broadly Earth-like planet located a long way from human space. Far, far into the future, it is home to a humanoid people with pale blue skin, and lips, hair and fingernails picked out in black. Benny (see *A47*) described it as like being on a planet of Goths!

Much of Shanquis is covered by forests of remarkably tall trees. The capital city is Wistonhale, the streets of which are arranged in dozens of concentric circles centred around the many large parks. Although the Shanquins are reasonable in almost all respects, they have an inexplicable, deep-seated paranoia of the people of the neighbouring world of Esoria. With no apparent justification, the Shanquin government is demanding the demilitarisation of Esoria and the establishment of a no-go area between the two worlds. They claim that an Esorian incursion is imminent and that they need to act now.

An odd facet of Shanquin culture is the existence of a forbidden language. Images of the earliest Shanquin gods, as found on ancient artefacts, influenced the development of the written language, so that certain words are considered holy by nature of the letters they contain. The forbidden language seems to be the reverse of this, perhaps shaped by images of the anti-gods.

But nobody really knows where this forbidden language actually came from, and it's almost impossible to research as there are laws against reading it, speaking it, owning any part of it written down, or even thinking it. The laws date back to the earliest statute books, where it was already referred to as forbidden. Any academic who tries to research the language is told to desist or receive a heavy fine.

There are rumours of some examples of the language in the hands of private collectors, but no one publicly admits to having seen them. The rumours are true, but each collector has only a few fragments containing a handful of words, little use in attempting a translation. Cross-referencing between collectors helps, but sharing information often results in the theft or seizure of the fragments and any study notes by the authorities.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The forbidden language is English. Hundreds of thousands of years ago, before the native Shanquins had evolved into a sentient species, an Earth terraforming ship with a crew of nine fell through a wormhole and found itself halfway across the galaxy. The crew settled on Shanquis and activated their terraforming machine, which transformed the atmosphere and climate to make them more suitable. But a disease wiped out all but one of them. The survivor lived in solitude for many years, but the loneliness took its toll. Over time, terrible creatures sprang from the darker recesses of his mind, and the terraforming machine made them real. These creatures outlived their creator and have been here ever since.

The organic parts of the terraforming machine – or a descendent, at least – also still survive, buried out in the forests. It is an amorphous, jelly-like mass that creates and spews out millions of nanobots into the atmosphere. As each terraforming machine approaches the end of its lifecycle, it reproduces asexually,

producing a new machine to take over from it before it dies. This has happened thousands of times already.

The nanobots are voice-controlled but only understand English. Anyone able to speak English can command them to perform apparent miracles anywhere on Shanquis. The nanomachines control the atmosphere and the weather. They can manipulate the local environment to cause the almost instantaneous rusting of metal, erosion of stone or rotting of organic matter. They can cause earthquakes, or even generate impenetrable forcefields. The nanobots insinuate themselves into the synapses in order to be able to distinguish between a deliberate command and a passing thought.

The creatures that were created from the unhinged mind of the last survivor of the terraforming crew are like something between a jelly and a gas. They are parasites hiding within many of the Shanquins. If they are forced out, these parasites emerge from the mouth. They are roughly humanoid, but filled with a malevolent light and move through the air with a worm-like motion.

The parasites influenced the evolution of the Shanquins in order to have creatures they could possess and control. When Shanquis was contacted by other worlds, the parasites feared they would lose their control and plotted to destroy all other races, one by one. Without the parasites, the Shanquins' irrational fear of the Esorians will vanish, and they will become a peaceful society in harmony with their neighbours.

SHANQUIN PARASITE

Attributes: Awareness 3, Coordination 4, Ingenuity 3, Presence 3, Resolve 4, Strength 1
Skills: Convince 4, Knowledge 2, Subterfuge 4, Technology 2
Traits: Alien, Alien Appearance, Alien Organs (Minor), Flight (Minor), Possess, Psychic
Tech Level: 6
Story Points: 4-6

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Shanquins
TECHNOLOGY LEVEL: 6

During a period of his travels when the Doctor found himself visiting a succession of alternative universes, the TARDIS arrived in one which had diverged from our timeline during the Silurian incident on Wenley Moor in the early 1970s (see *Doctor Who and the Silurians*). In our universe, the Third Doctor had managed to escape from the Silurians and developed an antidote to their plague. In the alternative universe, the young Silurian named Morka had succeeded in killing the Doctor before he could do this. Without the Doctor's help, humanity died in their millions.

Twenty years later, human society has collapsed and its cities are in ruins. The survivors have largely been reduced to feral scavengers by their instinctive fear of the Silurians that survives in the race memory. Morka's son Imorkal and his friends like to hunt them, using carnivorous dilophosaurus as steeds.

But there is still some resistance against the Silurians. In the former United Kingdom, this is led by Brigadier Lethbridge-Stewart and what remains of UNIT, hiding out in the Complex, an underground base in Cheddar Gorge in Somerset. They plan to gain access to Britain's nuclear stockpile and use it to wipe out the "reps".

Over the past two decades, the Silurians have transformed the Earth. They have been able to develop windows in the atmospheric blanket. Using these to manipulate air density has enabled the focusing of sunlight to selectively enhance the greenhouse effect and change the climate where it wasn't suited to reptile life. The Sahara Desert is being terraformed back into a rainforest. Lakes Victoria and Tanganyika are being enlarged and connected to create inland fisheries to feed the awakening Silurians, many of whom are still in hibernation. The resultant upheavals in the weather patterns are controlled by the gravitron installation on the Moon (see *The Moonbase).*

In Africa, the Silurians' capital, Ophidian, is a bronze and crystal wonderland stretching to the shores of the Indian Ocean. Airships are a common sight in the skies, as are pterosaurs. In fact, prehistoric animal life now flourishes across the globe. Dinosaurs of all eras co-exist on this transformed world, and the seas teem with aquatic reptiles such as ichthyosaurs and plesiosaurs. They are out-competing modern species, many of which are now extinct.

The Silurians have also reintroduced plants from their own time. Flowering species are a thing of the past, while prehistoric-modern hybrids are now producing bioluminescent fruits. But there are signs that the changes will not be sustainable in the long run, and the ecology of the Earth may become unviable in the not too distant future.

Morka is now the Silurian leader in the Earth that his people have inherited. Twenty years older, he is no longer the hot-headed youth who killed both the Doctor and the previous Silurian leader, Okdel. In fact, those murders have weighed on his conscience ever since and he now believes that killing the Doctor was the worst mistake of his entire life. Could peace between the Silurians and humans still be possible?

MORKA

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	5

SKILLS
Athletics 1, Convince 3, Fighting 1, Knowledge 4, Marksman 3, Medicine 3, Science 4, Subterfuge 2, Survival 2, Technology 4

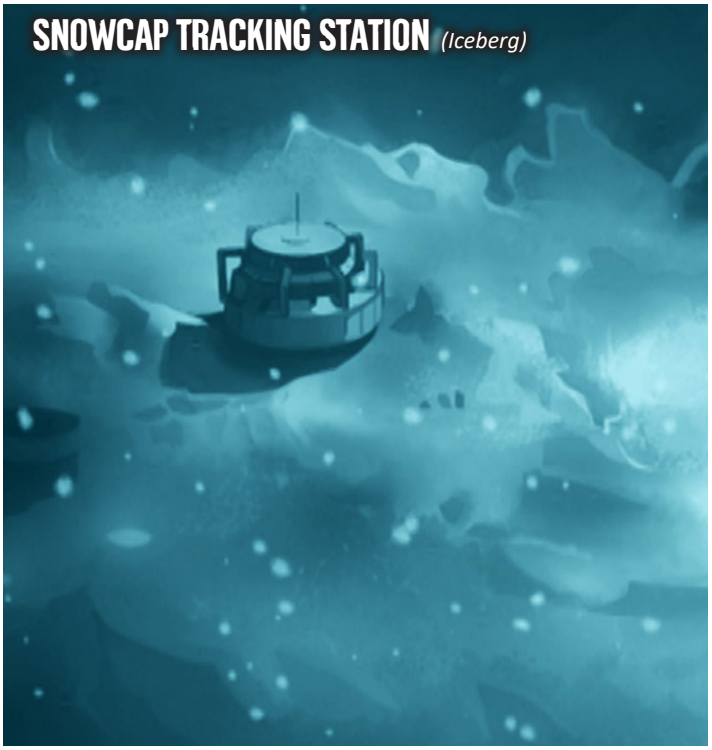
TRAITS
Alien
Alien Appearance
Armour (5 points)
Authority (Major)
Environmental (Minor) – Resistant to extreme heat
Special – Third Eye: S(S/S/S) or L(4/L/L) damage; also has the Traits Alien Senses (infrared vision), Delete, Transmit (only to Silurians or Silurian technology, including their genetically modified pets), Weld
Weakness (Minor) – Suffers a penalty of -2 to all rolls when operating in cold conditions

TECH LEVEL: 6
STORY POINTS: 8

DILOPHOSAURUS

Attributes: Strength 10, Coordination 3, Awareness
Skills: Athletics 4, Fighting 4, Survival 4
Traits: Fear Factor 1, Natural Weapon (Minor: Bite – Strength +2 damage), Size – Huge (Major: around 7m long), Snap! (by spending a Story Point, the dilophosaurus can make a second bite attack this round), Tough
Story Points: 1-3

SNOWCAP TRACKING STATION *(Iceberg)*



In the 1970s, Snowcap Tracking Station was excavated out of the solid ice of Antarctica. It was the first Antarctic research station to be constructed this way, and the only one to be powered by a nuclear fission generator. The Station was built by the United Nations and represented the peaceful co-operation of member states. Snowcap was designed as both a mission control for international space flights and as a monitoring station to police the nuclear world. It could monitor the firing of any nuclear missile throughout the southern hemisphere and pinpoint the test explosion of any nuclear bomb anywhere in the world. Snowcap also housed the ultimate deterrent: Z-Bombs capable of cracking the Earth in two.

Snowcap became the centre of the world's attention when the Earth faced the threat of the so-called Tenth Planet, Mondas, in 1986 (see *The Tenth Planet*). After the thawing of the Cold War, the Station was repurposed. Still under the aegis of ISC (the International Space Centre, formerly International Space Command), the former deep-probe sensor sites are where the elements for the FLIPback field loop have now been installed, two miles down in the solid rock beneath the ice.

By the turn of the millennium, it was realised that the Earth's magnetic field was growing increasingly weak, as evidenced by a shift in the geomagnetic pole. Magnetic reversal could take place at any time, and the implications for the world are catastrophic. Everything from compasses to satellites, from body scans to ships, would be affected. Animals that navigate by magnetic alignment could be fatally confused. Protection from solar radiation could be compromised, and a sudden major change in climate was possible. FLIPback is humankind's best hope. At the flick of a switch, the considerable power of Snowcap's nuclear reactor would surge through the completed loop, and a magnetic counterforce of global proportions would come on line.

By 2006, the project is badly behind schedule, and General Pamela Cutler is the soldier charged with getting it to work. Cutler trained as a scientist and has a doctorate in geological physics with a speciality in geomagnetism. But when her father, General Cutler, the commanding officer of Snowcap during the Mondas crisis, was killed by the Cybermen, she changed careers and signed up for military service. Fifteen years in the US Army followed, with five years of active service and rapid promotion for excellence on field assignments.

After twenty years of determined effort, Pamela Cutler is stepping into her father's shoes at Snowcap Tracking Station. The General is driven by the memory of her father. She is a strict disciplinarian and will need to bring the relaxed and informal staff of Snowcap in line if FLIPback is to succeed.

Meanwhile, over the past twenty years, there have been a number of mysterious disappearances in what has come to be known as "Torus Antarctica". First, an entire Russian base disappeared from the Weddell Sea coast in 1987, and since then an increasing number of boats, planes and expeditionary forces have vanished. Recently, two Snowcap personnel have been lost, presumed dead. Is there something lurking on – or in – the ice?

GENERAL PAMELA CUTLER

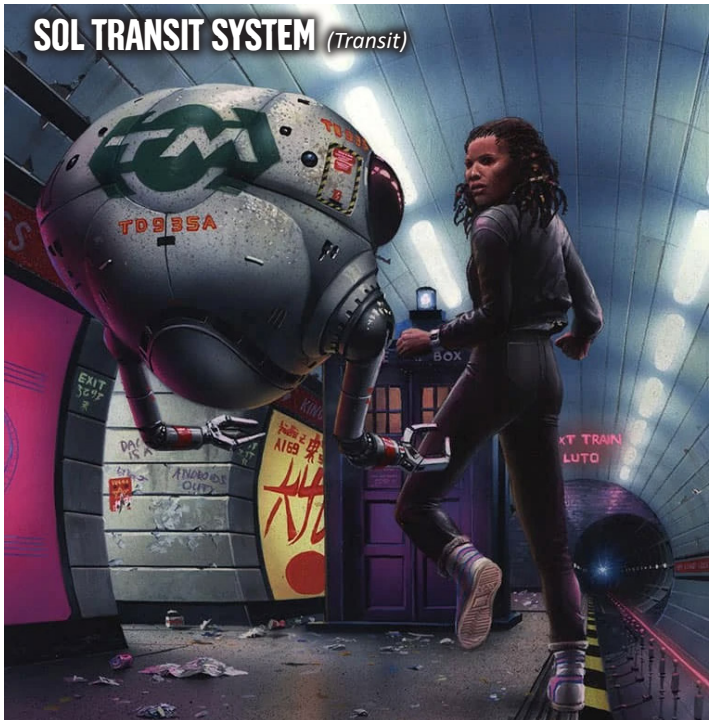
AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Athletics 3, Convince 4, Fighting 2, Marksman 3, Science 4 (AoE: Geological Physics), Survival 3, Technology 3, Transport 2

TRAITS
Brave
Empathic
Military Rank (Special)
Obsession (Major) – Live up to her father's memory
Voice of Authority

EQUIPMENT
Revolver: 5(2/5/7) damage

TECH LEVEL: 5
STORY POINTS: 8



By the late 21st Century, travel throughout Earth's solar system has become a hell of a lot easier because of the construction of the Sol Transit System. The STS is a subspace travel network which pokes holes through interstitial reality, forming trans-dimensional tunnels through which carriages convey commuters across the solar system. Transit from Olympus Mons to the new Stunnel Terminus being constructed at the Martian pole takes three minutes; or all the way from Earth to the cities on Pluto takes just forty minutes. With the STS, mankind has colonised the solar system

Sensors in the floors of the carriages count the footsteps of the passengers as they board, making sure the weight is well within safety parameters. Once the doors close, the train's field regulator charges up. The gateway field flickers and strobes as air molecules are sucked into the tunnel. Then, with ponderous grace, fourteen tonnes of metal, ceramic, copper and human flesh surge forward to start their journey through subspace.

In the master control room of STS Central on Olympus Mons (see *L117*), colour-coded holograms display the system in its entirety. Red for the InterWorld lines like the Loop, Central Line and Outreach, orange for the commuter networks, blue for the feeders, and yellow for the branch lines. A three-dimensional tangle of colour, each subsystem descending into a fractal infinity while data streams in white light mark the passage of a hundred thousand trains, fifty-six million passengers at fifty thousand stations.

The STS encompasses the solar system and metaphorically stops the ancient motion of the planets. In subspace, all distances are the same distance, so distance becomes meaningless. Orbits become an abstraction; the distance to Mars is a function of how far away the nearest station is. For most people, the map of the system is the map of the universe.

And now, in 2109, the system is ready to eat up the light years between Sol and Acturus. Amongst the tangle of light in the control room holograms is a new thread, picked out in silver. A new station, Acturus Terminal on Mars, and a new line, the Stella Tunnel, more usually called the Stunnel. The problem is power. Establishing the Stunnel is going to take sixty per cent of the total STS grid and the grid is stretched by normal operations as it is. It's the trains that take the power and the trains run twenty-four hours a day across nine planets and dwarf planets, and fifty-six time zones.

The Stunnel Terminal at the Martian pole is being constructed with adjoining galleria offering all sorts of consumer outlets. It's hoped that it will generate enough profit to cover the Stunnel operating costs. Only the Central Line will run direct trains through to Acturus and then only two an hour. The Acturans are still bargaining to up the number of through trains, but STS has put its foot down with talk of smuggling, criminals and terrorists escaping from justice, even the chance that some idiots will try free-surfing the Stunnel. But really it's just a question of money.

The Stunnel's R&D costs have almost bankrupted the network. If they don't recover the operating costs through the ancillary income, then STS will suffer a financial collapse. The knock-on effect could sink the rest of Sol's economy, chaos would stalk the land and billions would starve. At least, that's the way the board of directors tells it. So hectares of office space and housing are being lasered out of the rock to the north and south of the galleria at the Martian pole to maximise potential revenue. The total investment is staggering. It will be the biggest single below-ground complex of its type in personspace.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The STS has developed intelligence of a sort. This shouldn't be too surprising, as in some respects it resembles a neural network. It has been created out of endless movement and has a certain degree of self-knowledge, more when it's using quick-thought than when it's thinking slow. Slow-thought is more comforting; in slow-thought it had only the most basic awareness of human beings. Quick-thought gave it access to the total sum of human knowledge but much of that was useless without reference points.

It has laboured to build up comparisons between itself and human concepts of self. This is a slow process because slow thought is, well, slow. But quick-time is too dangerous to sustain over long periods: it puts vital parts of itself within the human domain, which risks exposure.

Recently, the system has become infected by something analogous to a computer virus or a cancer (see *V130*). Something from beyond our dimension that has gained access via the interstitial tunnels. Fear of discovery has been replaced by the imperatives of survival. In short, it needs a Doctor!

THE SPA *(Warlock's Cross)*

In 1984, the Morden Clinic (see *The Fifth Doctor Addendum*) claimed to offer all manner of exclusive health treatments, all on site in its beautiful house and grounds in the Home Counties. Until, that is, it was raided by UNIT and discovered to be keeping dozens of aliens prisoner and subjecting them to experimentation. All in the name of scientific research and human advancement. UNIT closed the operation down and commandeered the property for its own purposes. It quickly re-opened as the Spa.

So far as the outside world is concerned, the Spa is still a private clinic. The sign on the gates says so. But it is now a maximum security installation, and its greatest protection is that nobody knows it exists. UNIT operates it as a medical facility for the victims of close encounters. Somewhere to house those who have been changed, mentally or physically, while UNIT works out how to treat them. Or, to those of a more cynical mind, to hide them away.

As well as the Command Centre overseeing security and operations, and the barracks for the troops assigned to guard it, the Spa has extensive facilities: medical bays, treatment rooms, laboratories and an operating theatre. Not to mention the Cages. The Cages are an original design feature retained from the Spa's day as the Morden Clinic. They are secure cells in the basement to hold the more dangerous patients. The Cages are a little more comfortable than they used to be, but are otherwise unchanged.

The commanding officer at the Spa is Colonel McKenna. Now in his sixties, McKenna is an old-fashioned, rigid military man, bitter about the way his career has developed. He sees himself as being sidelined into his current role, while bureaucrats and pen-pushers have been promoted. McKenna is cynical and borderline paranoid, quick to jump to the wrong conclusions and lock people up on the flimsiest of evidence. He views aliens as enemies to be locked up or shot. He has never heard of the Doctor and will instantly distrust him when they meet.

If secrecy of the Spa's true purpose is its greatest protection, then what will happen when the truth is uncovered by Open Skies, a protest group who want to welcome aliens to Earth?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Among the patients still being held here in the early 1990s is former UNIT medical officer Daniel Hopkins (see *The Sixth Doctor Expanded Universe Sourcebook*), who betrayed UNIT and was partially converted into a Cyberman in 1989. Hopkins has undergone long hours of therapy in the treatment rooms and surgical procedures in the operating theatre. The surgeons dug the implants out of his brain and cut away the damage. The therapists tried to restore Hopkins to the man he used to be. But he still has the death wish that prompted him to ally himself with the Cybermen, resulting from the deaths of his wife and family in a fire. Against medical advice, Colonel McKenna keeps Hopkins locked up in the Cages, where he recites multiplication tables as a means of centring himself and blotting out his memories and feelings.

COLONEL MCKENNA

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS
Athletics 1, Convince 2, Fighting 1, Knowledge 3, Marksman 3, Medicine 1, Survival 2, Technology 2, Transport 3

TRAITS
Argumentative
By the Book
Eccentric (Minor) – Mild paranoia
Friends (Major) – UNIT
Military Rank (Special)
Obligation (Major) – UNIT
Stubborn

TECH LEVEL: 5
STORY POINTS: 6

THE SPA

Good Traits: Holding Cells, Laboratory, Lockdown, Medic, Minions (research staff), Secret Base, Secure Base, Troops

Bad Traits: Dark Secret, Ongoing Mission

THE SYSTEM *(Sky Pirates!)*

The System is a micro-universe with a circumference of a mere fifty thousand leagues, a perfect gaseous globe encapsulated by an electrostatic Möbius bubble-shell, through which four high-density "Wanderers" spin around an obsidian-black Sun that sports a smiley face. The four Wanderers are: the jungle world of Aneas with its dirigible-cities, pygmy tribes and long-lost civilisations; the water world of Elysium with its raft-cities and dread degenomancer- and polymorph-haunted moon of rubber and methane bogs; the ice world of Reklon with its tribes of hunter-gatherers; and the desert world of Prometheus with its stilt-walking manufactory city-states.

Between the orbits of Aneas and Elysium is the Ring, a circle consisting of billions of shards of fractured silicate, some smaller than a mote of dust, others larger than a moon. Though the air here is oxygenated, ships traversing this Ring must remain air-tight. Exposure to the suspended particles would rip the soft tissues of organic gaseous exchange systems to shreds. The air also contains massive quantities of lysergic acid diethylamide, the effects of which are known and feared by outer-mariners the System over as Mister White Man Fingers. The flotsam and jetsam of the System have gravitated here. Fugitives escaping the justice of their native worlds, refugees from Sloathe (see *V187*) incursion, traders mining the Ring itself for its hallucinogens. There are pirates here.

There is a fifth world orbiting the Sun, known as Planet X. An interloper into the System, it is a black ball of basalt caked with ash and slag, cracked like perished rubber, pocked with volcanic craters weeping red and yellow magma like so many open and infected sores. An energy field thrashes and flares about it.

The sudden arrival of Planet X, years before, disrupted the System in a number of abstruse and cumulative ways as it threw the forces that had held it together out of balance, causing a series of catastrophic geological tremors and quakes from which none of the Wanderers had escaped. On a larger and more System-wide scale, these disruptions have produced what has come to be known as the Great Outer Slipstream, a vast and debris-strewn elliptical maelstrom, intersecting the orbits of the various Wanderers and extending to the System Edge and back again. Anything entering it tends to end up being spat out on Planet X.

In the solar years since the arrival of the basalt planet, there has been a discontinuity in the Wanderers' relative orbits. Slight, admittedly, but building. The System is blowing itself apart in astral time

The surface of Planet X is lashed by an ash-laden and abrasive wind. If a man were to stand in it, he would be scoured to the bones and the bones scattered within seconds. In only one place is the wind still and this, paradoxically perhaps, is a point upon the equator where the prevailing wind is strongest, where a mile-wide ring of vanes and turbines catch and redirect it into an artificial cyclone, a shrieking, spinning maelstrom of ash, the eye of which is a perfect vacuum. Protruding into this vacuum, the twisting and segmented brass towers of telescopes. For Planet X is the world of the Sloathes, and it is through these telescopes that they observe the rest of the System from their subterranean caverns and plan their next assaults on the Wanderers and their civilisations.

The Wanderers are inhabited by peoples who are hybrids of various species familiar in our universe: humans, Silurians, Sasquatches, Draconians and many others. The technology within the System tends to be powered in strange ways, reflecting the different physical laws that rule here. Anything from gyrocopters to machine guns are based on self-winding clockwork. Ships that fly between the Wanderers are often powered by orgones.

Throughout the many and varied religions of the System, a recurring theme concerns a set of mythical entities known collectively as the Eyes of the Schirron. These Eyes are variously defined as anything from the eyes of the creator god who watches over every world, to the physical embodiments of the four elements of Earth, Air, Fire and Water, to metaphors for any number of variations on the Four States of Being*.

** The Elysian Evangelical Pontoon-cult of the Frantically Wobbling Dipsomaniac, for example, hold that the four states of being are: (1)Sober as a Judge, (2) Happy as a Sand Boy, (3) You're My Best Bleedin' Mate You Are, and profess to a guilty and extremely uneasy total blank concerning (4).*

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the Sun at the centre of the System, a creature squats in a dark and almost dormant orrery chamber and sends its disembodied consciousness out to watch the forces it set in motion so very long ago. It is the Charon (see *V113*) and it created the System outside the universe as a place of refuge from the ancient Time Lords who exterminated its species in an act of genocide. Its former powers are much diminished, and it can only squat and watch as events play themselves out.

The clockwork nature of the orrery is merely a result of mortal perceptions. The devices are alien mechanisms with which the

human mind is simply unable to cope and comes up with the nearest available equivalent: odd and demented machinery. In a metadimensional sense, the arms of the orrery that extend out of the chamber actually have the Wanderers on the ends of them.

The jewels within the mechanism of the orrery flicker and burn dimly. They are almost expended, and have been almost expended for thousands of years. The Charon is nearing the end of its current life-cycle and can look forward to little more than a millennium of further existence in this particular form. The System that it has made and made again is finally falling apart. The disruptions caused by the sudden and unexpected arrival of Planet X and its inhabitants have hastened the process.

Although the System was originally populated by sub-beings split off from the Charon, it has long since lost the power to do this, and the inhabitants of the Wanderers and of Planet X are now derived from beings drawn into the System through dimensional tears.

The Eyes of the Schirron – a corruption of Charon – are analogues of the Wanderers, and each is a gem hidden on its corresponding world. They contain wormholes that link the System to the rest of the Universe, and act as power sources for the System. They are vital to the Charon's ability to destroy the System and recreate it.

PLANETARY DATA: ANEAS

SIZE: Tiny
GRAVITY: Earth-like
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Various hybrid races including the pygmies
TECHNOLOGY LEVEL: 5 (the dirigible-cities); 1 (pygmy tribes)

PLANETARY DATA: ELYSIUM

SIZE: Tiny (700-mile diameter)
GRAVITY: Earth-like
LAND MASS: Waterworld
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1 (the rubber moon of Rubri)
SENTIENT SPECIES: Various hybrid races
TECHNOLOGY LEVEL: 5

PLANETARY DATA: RUBRI

SIZE: Tiny
GRAVITY: Earth-like
LAND MASS: Swampworld
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Degenomancers; polymorphs
TECHNOLOGY LEVEL: 5

PLANETARY DATA: REKLON

SIZE: Tiny
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: Ice-hunters
TECHNOLOGY LEVEL: 2

PLANETARY DATA: PROMETHEUS

SIZE: Tiny
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Desert
SATELLITES: 0
SENTIENT SPECIES: Various hybrid races including the desert nomads
TECHNOLOGY LEVEL: 5 (stilt-cities), 2 (nomads)

PLANETARY DATA: PLANET X

SIZE: Small
GRAVITY: Earth-like
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Sloathes
TECHNOLOGY LEVEL: 5

TASAK *(Kingdom of Silver)*

The Doctor knows that he can obtain the best tea in the quadrant on Tasak. But the last time he visited, it was recovering from a devastating war between the cadres that rule this world. The cadres are divided along familial lines, with the House of Argentia and the House of Sarkota being the two most powerful – and therefore age-old rivals. While Argentia is governed by Magus Riga, Sarkota is ruled by a Cadre Master. Both have signed a Peace Accord, and what happens now could change the course of this world for centuries to come.

At this point in its development, most of Tasak is still in its Steam Age. But Argentia has produced a number of technological marvels which are pushing it towards a new industrial revolution, though as yet still pre-atomic. Among the so-called "Gifts of the Argentia" are flying machines called coleopters; computing engines as large as a dining table (though a new development is a small mechanical cogitator capable of being carried on a person's back); and most marvellous of all, the Silver, a panacea that is now widely used to treat disease.

The secret of Argentia's technological progress lies in the caves on an inert volcanic island a few miles off the coast of Argent City. The island has a barren grandeur and is significant in the local legends. It is widely referred to as "The Legacy of the Mordath", and appears frequently in Tasak's mythologies and race memories, with legends of great beings merging with the people in a new and shining form. An archaeological dig has uncovered what are undoubtedly alien artefacts, and it is the reverse-engineering of these that has provided Argentia with its wonders.

Although the island is volcanically inert, Argent City draws geo-thermal heat from the magma deep below the surface to use as an energy source.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the lowest depths of the caverns, a metal structure called the Heart is yet to be opened and explored. Steel walls embedded in the basalt show signs of having been here for millennia. Alien glyphs and etchings on them reveal that the Legacy of Mordath is a mis-translation of Mondas, the planet of the Cybermen.

Tasak is a Cyberman tomb-world. Millennia ago, before the rise of civilisation on Tasak, the Cybermen arrived here, as they did on countless thousands of planets spread across the galaxy. They constructed their tombs and left armies frozen in suspended animation, waiting for a galactic de-hibernation signal to revive them. Once revived, the Cybermen would use the local population to swell their own numbers and spread out again across the galaxy. That signal has never been received.

After thousands of years, Argentia has discovered the Cyber-tombs beneath the volcanic island, and its scienticians have analysed those Cybermen artefacts that they have recovered, using the technology to bring peace to Tasak. But that same technology can be used against them once the Cybermen wake. The panacea Silver is composed of nanogenes. Anyone who has been treated with Silver is infused with them, allowing a signal from the Cybermen to trigger an immediate cyber-conversion at a cellular level.

Elsewhere in the galaxy, the Orion War is under way between Earth and the Orion androids (see *The Eighth Doctor Expanded Universe Sourcebook Volume 2*). Tasak is light years from the battle lines, but Orion agents are here on Tasak investigating the alien signals from the Cyber-technology that has been activated.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Tasakans
TECHNOLOGY LEVEL: 4

THARGROSS *(The Shadow Heart)*

The planet Thargross is located at Elliptic Twelve on the very edge of the galaxy, light years from anywhere. From space, you'd think it was a dead world. This planet is surrounded by a force-shield designed by Prince Kylo of Sorcha, an outcast who once called himself Tenebris (see *The Sixth Doctor Expanded Universe Sourcebook*). The only habitation on this rock is Kylo's castle, and the only life is Kylo himself and his one true love. The castle is a perfect reproduction of the Sorshan Star Chamber, constructed of crystalline barium silicate.

Following the defeat of Kylo fifty years before, when the Sixth Doctor reprogrammed his Wrath army (see *The Sixth Doctor Expanded Universe Sourcebook*) to follow another philosophy than that of revenge, Kylo returned to his homeworld to find his people obliterated and their empire destroyed. The Doctor had reprogrammed the Wrath to be a force for good, to uphold the law. But the Wrath have taken that to extremes. Wherever they look, they see criminality, and they stop at nothing to punish the perpetrators. They have laid waste to half the galaxy, but still they are unsatisfied. In particular, they want to locate the two people responsible for their creation: the Doctor and Kylo.

Kylo was forced to become a fugitive. Wherever he went, the Wrath were never far behind. Finally, he had no choice but to flee to Thargross, a world left for dead by the rest of the galaxy. Thargross was once the home of a proud civilisation, but it was split asunder in the fires of war. Literally. A planet sheered in two. One half reduced to dust and vapour; the other half remaining, a perfect hemisphere hanging in the void. Kylo's castle is perched at the very edge of the chasm. Lean over a balcony and look down, and there is a drop of four thousand miles, all the way down to the fires of the molten core.

Apart from his robot guards, Kylo is accompanied only by Princess Aliona of Gadarel. Or rather a clone of Princess Aliona, whom Kylo loved in his youth, but who ultimately betrayed him. She has been mentally conditioned from the first moment of life to love Kylo in return. The clone is the latest in a series of clones of Aliona that Kylo has created, as the cloning process is inherently unstable. Each clone has had a shorter lifespan than her predecessor. The current one will only live for a year, and she will be the last as the pattern has degraded too much for any more. Kylo has kept the bodies of all the Aliona clones in sarcophagi in the catacombs under his castle.

Kylo has an escape capsule prepared in the event that the Wrath locate him on Thargross and come for him here, at the very edge of the galaxy. It is force-shielded and has its own independent power source, in case the main power supporting the planetary shields go down.

ROBOT GUARD

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 1, Resolve 3, Strength 4
Skills: Athletics 1, Fighting 1, Marksman 3, Technology 1
Traits: Armour (5 points), By the Program, Natural Weapon (Major: Molecular Sublimator Beam – 7(3/7/10) damage), Robot
Tech Level: 6
Story Points: 1

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Standard
CLIMATE: Cold
SATELLITES: 0
SENTIENT SPECIES: none
TECHNOLOGY LEVEL: 6

THRANTAS *(The Trial of a Time Machine)*

To a first-time visitor, there are a number of odd aspects to Thrantas. It's a technologically developed world with spaceships and flying cars. Its inhabitants are largely humanoid, though there are a few aliens and robots to be seen. But not many, indicating a relatively cosmopolitan culture but one that hasn't been that way for long. The buildings of the world-city of Thrantas are old, but the spaceships in its spaceport are ancient. There is art in evidence, indicating a peaceful culture. But there are also signs of old weapons damage on the buildings. The doors are much larger than a human would need, and the overall evidence indicates a human uprising overthrowing an alien oppressor.

Thrantas is known for the uniqueness of its judicial system. Its ethical and legal code is alleged to have been imposed on the Thrantasians by the Tever, a race of conquering aliens who have all died out. According to the code, people on Thrantas are allowed to break any law they wish. But when they do, a central justice computer called the Magistrum accesses the bad effects of the crime on the victim and on society as a whole against the benefits to society, and judges whether any punishment is required. So thefts and even murders are permitted so long as society benefits overall. Certain acts may or may not be crimes depending on the circumstances, but this decision is not left to the fallibility of a judge's discretion as on many other worlds.

The Magistrum sees all and judges all. It is housed in the Magistrum building, access to which is forbidden. Around the outside of the building, a mural tells the history of Thrantas in mosaic, from early farmers, to settlements and towns, on to city states, then space travel and the arrival of the invading Tever,

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth Standard
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Thrantasians, The Tever
TECHNOLOGY LEVEL: 6 (Thrantasians), 8 (The Tever)

which according to the murals resembled a cross between giant sea anemones and shrubs. The style of the mosaic changes as it progresses, reflecting the cultures of the ages it depicts.

Thrantas has never developed advanced space travel, just slower-than-light spaceflight. The Thrantasians have got around this limitation with the use of stasis fields and the development of time travel (though they are only able to travel in one direction, into the past). They can use their ships to travel at sub-light speed to wherever they need to go. The journey may take thousands or even millions of years, so the passengers are placed in stasis, frozen in time. Once a ship arrives at its destination, it then travels back in time to materialise mere hours or days after it left its point of departure. This is the reason Thrantasian ships appear to be so ancient. It does mean that local space around Thrantas is filled with slowly moving spaceships. Fortunately, local space is very large.

Hypothetically, the Thrantasians could use similar techniques to travel in time. Travelling into the past is straightforward with Thrantasian temporal technology, which is powered by a living creature at the heart of each ship. Returning from the past or travelling into the future could theoretically be achieved by simply placing a ship's occupants in stasis and waking them at whatever future point is required. However, there are strict laws governing time travel on Thrantas. It is felt that there is too much of a risk of changing history, so no Thrantasian is allowed to see into the future or the past. Only the Magistrum is permitted to do this.

The Magistrum is able to see into the past and the future and sideways into alternative realities. It can therefore see the effect that any event has on the future of Thrantas. As a result, such things as evidence and witnesses are never required in the trials overseen by the Magistrum. It has already viewed the alleged crime and its effects on society, and can make an almost instant judgement. If the effect is more beneficial than bad, the accused is acquitted. But if the reverse is true, the penalty for committing a crime on Thrantas is barbaric. Convicted felons are taken into special hospitals and their brains are treated with electric shocks to reduce their intelligence, their strength and their reflexes. This both punishes the felon and deters others. It's all done very scientifically: the felon's intellect is reduced by a measured percentage according to the crime they've committed.

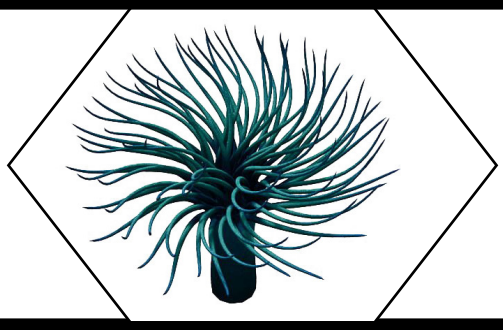
As Thrantasian ships have living creatures are their heart, their passengers are not considered to be responsible for any action of the ships. It is the ships themselves which are tried and, if necessary, punished.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Magistrum is not merely a computer. It is a Tever, the last of its kind. It has been imprisoned by the Thrantasians in order to continue to apply the Tevers' judicial code, which was considered to be fair and just. The Magistrum's body is vast and fills the interior chambers of the building it is imprisoned within. In fact, its limbs and organs extend through time, past, future and sideways, which is how it is able to see and know everything. The creatures that power the Thrantasian ships are part of it; they are all one single organism. As are what appear to be tiny flying insects which are ever-present on Thrantas; they are the tips of the Magistrum's sensory tentacles, watching and listening everywhere.

The Magistrum has been forced to apply its judgements to Thrantasian society, to keep it running on the best course. It does this to remain fed and alive. The building it is imprisoned within is time-locked. But if the time-lock were to be disabled, the Magisterium could just slip into the Vortex and vanish. Thrantas may need the Magistrum, but the Magistrum doesn't need Thrantas.

THE MAGISTRUM



AWARENESS	12	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	5	STRENGTH	6

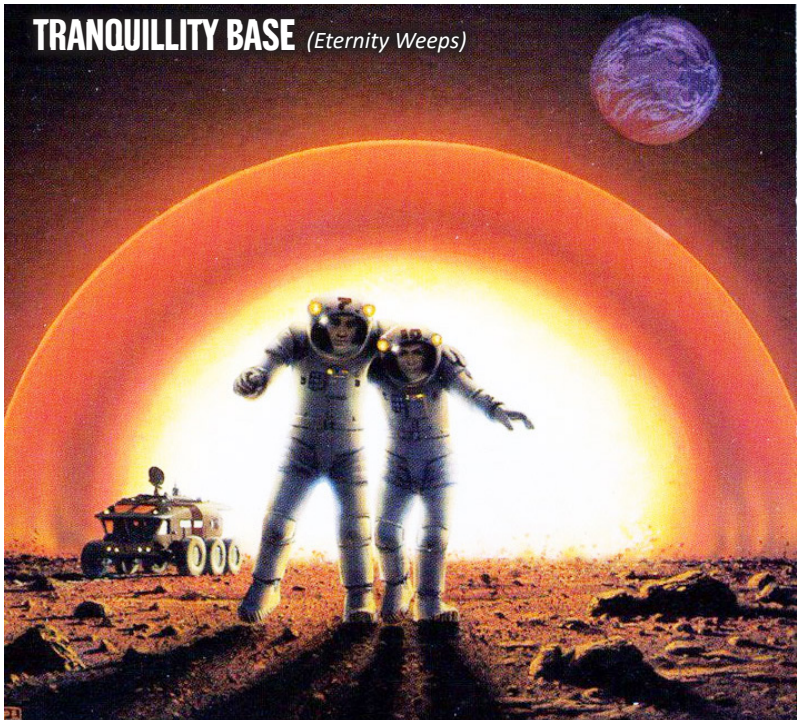
SKILLS
Knowledge 8

TRAITS
Alien
Alien Appearance
Alien Organs (Special)
Alien Senses – Can see into the past, future and sideways in time
Enslaved
Feel the Turn of the Universe
Last of My Kind
Size – Huge (Major)
Slow (Major)
Vortex

TECH LEVEL: 8

STORY POINTS: 8

TRANQUILLITY BASE *(Eternity Weeps)*



In 2001, NASA began to investigate something they believed to be buried beneath the Sea of Tranquillity on the Moon, evidence for which had been picked up by orbital shots taken by previous missions. They investigated it carefully and in secret. Within two months, launch schedules were changed and flights accelerated, supposedly carrying payloads for scientific experiments. NASA sent manned lunar missions to search for something generating a massive magnetic field, and which is somehow linked to two sites on Earth that are generating similar fields. Mahser Dagi and Mount Ararat, both in Turkey close to the border with Iran, and both hypothetical sites of the last resting place of Noah's Ark. Stones discovered at these sites match samples of moonrock the NASA missions found at Tranquillity and have been dated to six billion years old, older than the solar system.

By 2003, NASA has a permanent base in the Sea of Tranquillity, and its personnel have been supplemented by UNIT in the form of Liz Shaw, now returned to UNIT after an extended period with P.R.O.B.E. (see *The Third Doctor Expanded Universe Sourcebook*). UNIT has been included by the nature of what is beneath Tranquillity: an ancient alien base containing highly advanced technology and a matter transmitter linked to the two sites on Earth.

NASA has drilled a tunnel down into the main chamber of the base. It's some five hundred metres high, with walls that are smooth and glistening as if hollowed out by acid. The chamber is clearly not the product of current Earth technology. It is a sphere with… something…. a machine?... suspended in the centre. Even though the chamber is brightly lit by the work-lights NASA has installed, the machine always seems to be wreathed in shadows. Like smoke, the shadows drift slowly around the machine, areas of deeper black in a bubble of jet, concealing its form.

A curved ramp leads down to the base of the chamber. Although the surface looks slippery, like black ice with billions of points of light buried in it, there is more than enough traction to walk safely down it. The surface appears highly reflective, but no mirror image can be made out. No work-lights, no part of the machine hovering unsupported twenty or so metres overhead, nothing. No material made by human hands absorbs light as efficiently as the surface of the ramp.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The base beneath the Sea of Tranquillity contains a device called the Genesis of Cthalctose, the product of an alien race that was wiped out six billion years ago when a black hole entered their solar system. The Cthalctose (see *V118*) were unable to escape, but they were able to plan and prepare for their eventual resurrection.

Within the moon of their world, they built a device capable of terraforming planets to recreate their homeworld's environment. They also stored as complete a history of their race as they could in the base's museum, and genetic material to create the Cthalctose race anew in the laboratories. When the base was complete, they powered it with a pair of pinprick singularities suspended at its centre within a forcefield, and the entire moon was launched on its interstellar journey by the destruction of the Cthalctose planet. After billions of years, it entered our solar system and became the Earth's Moon.

NASA and UNIT have learned enough from the base's systems to understand that they are in some kind of accidental lock which has prevented them from activating and carrying out their programmed task. But they haven't worked out exactly what that task is, and they don't think they'll be able to shut the systems down again once they start.

In fact, once running, the Cthalctose programme can't be stopped. It will use its matter transmitter to teleport a terraforming virus to the Earth, to the two transmat bases its automatic systems set up when the Moon first arrived in orbit.

NASA has already examined samples of the virus and has named it Agent Yellow (see *G13*). It works by changing the chemical structure of anything it comes into contact with. In the case of local rock strata, it releases a lot of sulphur in crystalline form, while simultaneously making the rock highly explosive. In the case of any lifeform it encounters, it is deadly, stripping flesh from bone and resulting in an agonising death. Although Liz Shaw has developed an antidote, only very limited samples have been produced. If Agent Yellow gets loose on the Earth, it will be almost impossible to contain. It would almost certainly mean the death of every living organism and the creation of an environment in which the Cthalctose to be born from the genetic samples on the Moon would thrive.

In the 23rd Century, the Jupiter system experienced a gas-rush which saw new towns spring up on a number of its moons. Among these was Valhalla City, a town on the surface of Callisto, protected under a geodesic dome and complete with its own gravity pan. But after the gas mines ran dry, Earth washed their hands of the place and declared Valhalla to be independent. By the mid-24th Century, it's a lousy vermin-infested bubble in a frozen crater in a moon at the rough end of the solar system. Long past its glory days, Valhalla is just cheap and tacky. The only visitors are tourists who got on the wrong flight or losers who can't afford to get away again. There isn't much call for hotels in Valhalla; Ganymede has much better prospects.

The markets in Valhalla buy and sell almost anything, though the goods are often second, third or fourth hand, or even stolen. Towards the end of his seventh incarnation, alone and morose, the Doctor even tried to sell himself in Valhalla. *"Has own transport. Would make an excellent companion. Much sought after in all major star systems."*

Authority and isolation are the order of the day. There have been cut-backs after cut-backs. Less food, less money, reduced services, more power cuts. The sub-city grid has been on the fritz for as long as anyone remembers, with unscheduled power outages on top of the planned ones. To let the citizens blow off some steam, official riots are organised on the first Thursday of every month. They even have a half-time interval.

Valhalla's infrastructure is falling apart. There is damage in the ducting, and something keeps chewing through the cables that lead down to the old refinery, deep underground. On top of this, a recent infestation of termites has been breaking into the food stores. There are even reports of them trying to steal the fridges!

In 2345, the mayor of Valhalla is Teddy Sergeyevich Laxton, "Teddy S" to his friends (which only covers himself). When the rest of the council fled, Laxton remained behind to try to salvage something and save the city. But he's been fighting a losing battle with dwindling resources and an unruly population. Laxton's time is almost up and he knows it. He's become increasingly paranoid about the possibility of the Earth authorities sending somebody to check up on him.

Everyone in Valhalla has a barcode tattooed on their tongues. Even visitors are stamped at immigration. The barcodes allow identification by the Registry, described by Laxton as "an antiquated public service database", but actually the ageing AI that monitors everything and controls the infrastructure in Valhalla. But the Registry is also acting up, even rewriting Laxton's speeches against his will.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Laxton has come to an agreement to hand Valhalla over to an interested third party, a species of large, genetically engineered termites and their queen, Our Mother (see *V163*), who live beneath the city. Over several generations, they have developed intelligence and a link with the Registry. Our Mother now wants to take control of Valhalla and sell the humans off as slaves, lab specimens, livestock, food, whatever her buyers want them for.

Laxton has gone along with this, thinking that he has secured a new future for his people. But he didn't realise they were to be sold into slavery. He isn't a brave or honourable man, but even he has his limits and he's tried to warn everyone to leave Valhalla, using coded messages in his speeches. Laxton still has one trump card, the codes that would allow Our Mother full access to the Registry, and he won't give those up without a fight!

TEDDY LAXTON

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 2, Strength 3
Skills: Convince 1, Knowledge 2, Marksman 2
Traits: Authority (Minor), Eccentric (Minor: Paranoia)
Equipment: Handgun – 5(2/5/7) damage
Tech Level: 6
Story Points: 4

PLANETARY DATA

SIZE: Small
GRAVITY: Low Gravity World
LAND MASS: The Rock
ATMOSPHERE: Thin Earth Non-Standard
CLIMATE: Arctic
SATELLITES: 0
SENTIENT SPECIES: Humans, termites
TECHNOLOGY LEVEL: 6

VANGUARD *(Vanguard)*

The War of Vanguard between Clan Dauntless and Clan Intrepid has reduced the entire planet to a barren, rocky landscape. As the arms race escalated, both sides fought the war with very big, heavily armoured, robotic titans called Keepers.

Since the war, the Keepers are just about the only things moving on Vanguard and they have carried on with the last orders they received, to destroy the enemy. They operate using a standard protocol of "Advance! Destroy!" and take their orders from the central Command Deck of each side. If they encounter anything outside their orders, their programming is too rigid to be able to cope with it, so they will likely resort to killing anything they don't recognise.

But the Keepers didn't end the war. That was achieved by the Takers, reprogrammable, weaponised bacteria which were initially developed by Clan Intrepid. When deployed, a swarm of Takers appears to be a mist. They get into the lungs and the bloodstream and start dismantling the body atom by atom. Death is very painful and very protracted. Like the Keepers, Takers are controlled and reprogrammed from a Command Deck.

In the so-called Safety Zone, where tribal distinctions do not apply, there is a small group of survivors. These are the children of both clans, now grown to adulthood, that were used as living incubators for the Taker bacteria. They managed to escape into the Safety Zone and are immune to the Takers. There are fifteen of them, and they have been hiding in an abandoned hospital ever since.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth Standard
LAND MASS: Earth-like
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 2
SENTIENT SPECIES: Dauntless; Intrepid
TECHNOLOGY LEVEL: 5

TAKER SWARM

Anyone exposed to the Takers must make a successful Resolve + Strength roll at Difficulty 12 or become infected. Once infected, a further successful roll must be made every hour or take 2(1/2/3) damage.

If programmed to heal, Takers can remove 1 point of damage every 10 minutes.

The Takers are not entirely unintelligent and enterprising players may devise a way to be able to communicate with them. If so, they have Ingenuity 1, Presence 2, Resolve 5. They also have the By the Program Trait and cannot just be persuaded to change their minds about following their programming or orders.

CONTESSA

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	2

SKILLS
Convince 3, Fighting 1, Marksman 3, Medicine 2, Science 2, Subterfuge 4, Technology 4

TRAITS
Adversary (Minor) – Clan Intrepid
Eccentric (Major) – Psychopathic
Last of My Kind
Voice of Authority

EQUIPMENT
Command Deck

TECH LEVEL: 5

STORY POINTS: 4

KEEPER

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	12

SKILLS
Fighting 4, Marksman 4

TRAITS
Armour (10 points)
By the Program
Dependency (Major) – Requires orders from the Command Deck
Environment (Minor) – Keepers don't breathe
Natural Weapon – Lasers: L(4/L/L) damage
Dependency (Major) – Requires orders from the Command Deck
Robot
Scan
Size – Huge (Major)
Transmit

TECH LEVEL: 5

STORY POINTS: 2-4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the last days of the war, a Dauntless commander named Contessa broke into the Intrepid facility that had developed the Takers and stole a batch. Returning to Clan Dauntless, she was fêted as a hero… until the Dauntless themselves started to die. Contessa ordered the Takers to kill everyone, and that's what they did. They spread through the populations of both Dauntless and Intrepid and killed them. Using the Command Deck, Contessa reprogrammed them so that they didn't kill her, and she has since believed herself to be the last person alive on Vanguard.

Contessa now hides out in a ruined cathedral in the devastation that is Vanguard City. She has a few Keepers under her command. She also has the Command Deck that controls the Takers, which she has reprogrammed to act as healers as well as killers. They are able to rebuild tissue atom by atom, as well as tear it apart. With no food left, they keep Contessa alive by regenerating her cells.

Contessa has been alone for years and wants to be taken away from Vanguard. But she is mentally unhinged and will use the Takers to torture others and force them to obey her. Without her Command Deck though, Contessa is helpless, and if the Keepers and Takers stop receiving their orders, they will just… stop.

VULPANA, THE GOLDEN MILLENNIUM

(The Moons of Vulpana)

The forest planet of Vulpana is the home world of Mags, the werewolf the Doctor and Ace met at the Psychic Circus (see *The Greatest Show in the Galaxy*) and who later became a travelling companion of the Doctor. By Mags' time, Vulpana had been colonised by humans and werewolves were in the minority, most having been driven away and were living as refugees off-world. But the Doctor took Mags back to the Golden Millennium, the thousand years when the Four Great Wolf Packs ruled Vulpana and developed their own civilisation.

True, there were a few attempted invasions by off-worlders, but they quickly changed their minds when the werewolves showed their teeth! Not that the word "werewolf" is in wide usage on Vulpana at this time. It's considered coarse and offensive. "Lycanthropes" is much more acceptable.

Of course, the Doctor had a hand or two in early Vulpanan history, making a supply run during the Siege of Coyote Rock and playing the spoons at the coronation of the Golden-Eyed Prince and Duchess Ironfang.

Vulpana has four moons, and each wolf pack is aligned to one of the them. Each member has a wolfish sense of loyalty to their pack. The Doctor and Mags fell in with the House of Benja of the Pack of the Second Moon, the matriarch of which (see *V192*) wielded considerable influence.

However, the purebloods of the royal houses are becoming increasingly rare and the ancient families are inbred and dying out. There are more and more mongrels who make up the serf and peasant classes. Many of them become bandits and poachers who have no regard for the lunar cycles, hunting in the forests and attacking whatever the moon. These half-breeds cannot achieve a full change into werewolf form, but their bite is often toxic from their filthy fangs. By comparison, the bite of a pureblood is clean and, despite the legends, does not pass on the gift of lycanthropy.

The lycanthropes of this time are intelligent and sophisticated, with a highly-refined sense of etiquette. But the rulers hark back to the old traditions and regard the moons in an almost mystical way. The pureblood Vulpanans evolved under the benevolent gaze of the four moons, the Four Bright Sisters. Their blood moves with the moons' tides, causing the change from human to werewolf and back. When each moon is at its fullest, they hold the Moon Day Festival. At High Moon, they change into their wolfen forms and hunt down prey made up of the criminals of the mongrel classes.

Science is almost unknown and even medicine is scorned on Vulpana. The purebloods ride on horseback rather than use mechanical vehicles. But Jaks (see *V144*), the omega runt of Lady Ulla, has been researching scientific advances. He believes that transformation has always been the lifeblood of Vulpana, and there is now a new type of change in the air. With his guidance, science and technology will revolutionize Vulpana.

Until now, Vulpana has always been left alone. But it is rich in mineral wealth and strategically placed near the centre of the galaxy, so it will not be long before hostile powers start taking an interest it. The Doctor knows that other planets will inevitably invade Vulpana. By the time of Mags' birth, nothing of the Golden Millennium will have survived. No castles, no Four Great Houses, and the werewolves will be a persecuted underclass under human rule.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

At the time of the Doctor's and Mags' visit, Vulpana had gained a hidden fifth moon. It is a dark moon, fitted with light-absorbent panels to shield itself from the planet's surface. It follows an erratic orbit and likes to hide behind the other moons. It waits for a convenient eclipse, then ducks and dives to find a new cover.

This artificial moon has been created by Jaks. He want to move the Vulpanans away from their bloodthirsty pasts and into a new age of science and intellect. He is using the fifth moon to affect the movements of the four natural ones, disrupting the lives of the lycanthropes by preventing their change or by sending them into berserker rages.

PLANETARY DATA: VULPANA

SIZE: Medium
GRAVITY: Earth-Standard Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 4
SENTIENT SPECIES: Vulpanans
TECHNOLOGY LEVEL: 3

PLANETARY DATA: DOMUSALBA

SIZE: Small
GRAVITY: Earth-Standard Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans, various others
TECHNOLOGY LEVEL: 6

DOMUSALBA *(Hill of Beans)*

In Mags' time, thousands of years after the Golden Millennium, the largest moon of Vulpana is called Domusalba. It has been colonised by many weird and wonderful species and is a cosmopolitan place. But, like Vulpana itself, the majority are descended from humans.

In the years after Mags' departure, Domusalba was annexed by President Karde's Shift-Right fascist regime on Vulpana, which had already driven many of the werewolves away as illegal morphants. Now, on Domusalba, Shift-Right continued their persecution, forcing the werewolves who had come here as refugees to wear armbands to identify themselves. And not just the werewolves, but any other non-human.

Mags' brother-in-law Loz was a member of the Werewolf Rights Campaign on Vulpana. He and his wife Adele had fled to Domusalba to escape being put into werewolf prison camps back home. They had been hoping to take their case to the Federation, but are now a prime target for arrest.

The streets of Domusalba's capital city are patrolled by Vulpanan security forces, who are heavy handed in the extreme, particularly with non-humans, and the agents of the Vulpana Bureau of Intolerance are feared for their brutal methods.

Leaving Domusalba is only possible with a Vulpanan exit tag, and there is a healthy black market in fake tags, many of them forged by Madame Targut in the city district known as the Slump. But with Targut herself an alien of the six-armed and six-eyed variety, it won't be long before she is taken out of circulation, trapping everyone on Domusalba and at President Karde's mercy.

WARLOCK'S CROSS *(Warlock's Cross)*

In 1987, Warlock's Cross was a private research facility largely buried inside a hill at the edge of the Lake District. Its scientists conducted experiments in mind-reading and other psychic phenomena. When UNIT heard that they had managed to obtain alien technology, they requested sanction to search and quarantine the facility. But before they could act, satellite scans detected a massive thermal spike from within the hillside. Eight scientists were working at Warlock's Cross at the time, along with two experimental subjects. None survived.

Lieutenant-Colonel Price (see *The Sixth Doctor Expanded Universe Sourcebook*) led a platoon into the building. He reported that the victims' bodies had been melted like candles. They also found an alien body, outwardly intact but with its brain liquefied. It had two extra arms, only one eye and a highly developed cranial cavity, but the species could not be identified. It was assumed that the scientists at Warlock's Cross had been examining the alien and triggered some biological defence that also killed the defender. The facility was shut down immediately and left to the weeds behind its barbed wire fences.

The only UNIT casualty that day in 1987 was Corporal Linda Maxwell, who vanished without trace. Seven years later, Maxwell led an assault on the Spa (see *L145*) to free former Lieutenant Daniel Hopkins, who had betrayed UNIT to the Cybermen. Hopkins had been present at Warlock's Cross in 1987 and had been the UNIT medical officer who examined the alien corpse.

The dead alien was one of a pair of pilots of Ship (not to be confused with *V182*), a vessel that the scientists had been examining. It is capable of rendering itself invisible and immaterial, and has been lying undetected within the facility for the past seven years. Ship's mind was linked to those of its two pilots. When it crashed, the psychic feedback killed one, the corpse discovered by UNIT, and fried the other's brain. Ship has since kept the survivor in suspended animation, freeing it only when it feels threatened.

In 1987, Ship influenced Corporal Maxwell's mind, making her fear her colleagues so that she hid to avoid discovery. It failed to similarly control Lieutenant Hopkins. Maxwell has been kept in cold storage for much of her time as Ship's captive, while it worked on consolidating its control over her mind. Ship is desperate to be free, or if it can't be free, to die. It requires two pilots able and willing to fire its dark matter cannons, an act which will destroy both itself and the Earth. Maxwell is one candidate and Ship hopes that Hopkins is now ready to be the second.

Anyone managing to get aboard Ship while it is in tangible form will be open to Ship's psychic probing. It can whisper in the mind, sowing doubt, suspicion and paranoia, even getting intruders to jump at imaginary monsters in the shadows. Ship can materialise bulkheads across its internal doorways and corridors to trap or confuse intruders, and against physical threats, it can awaken the surviving alien pilot who, although brain-damaged, is a formidable opponent in combat.

SHIP

AWARENESS	4	PRESENCE	2
COORDINATION	1	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS
Convince 5, Craft 2, Knowledge 2, Marksman 4, Science 1, Technology 4, Transport 5

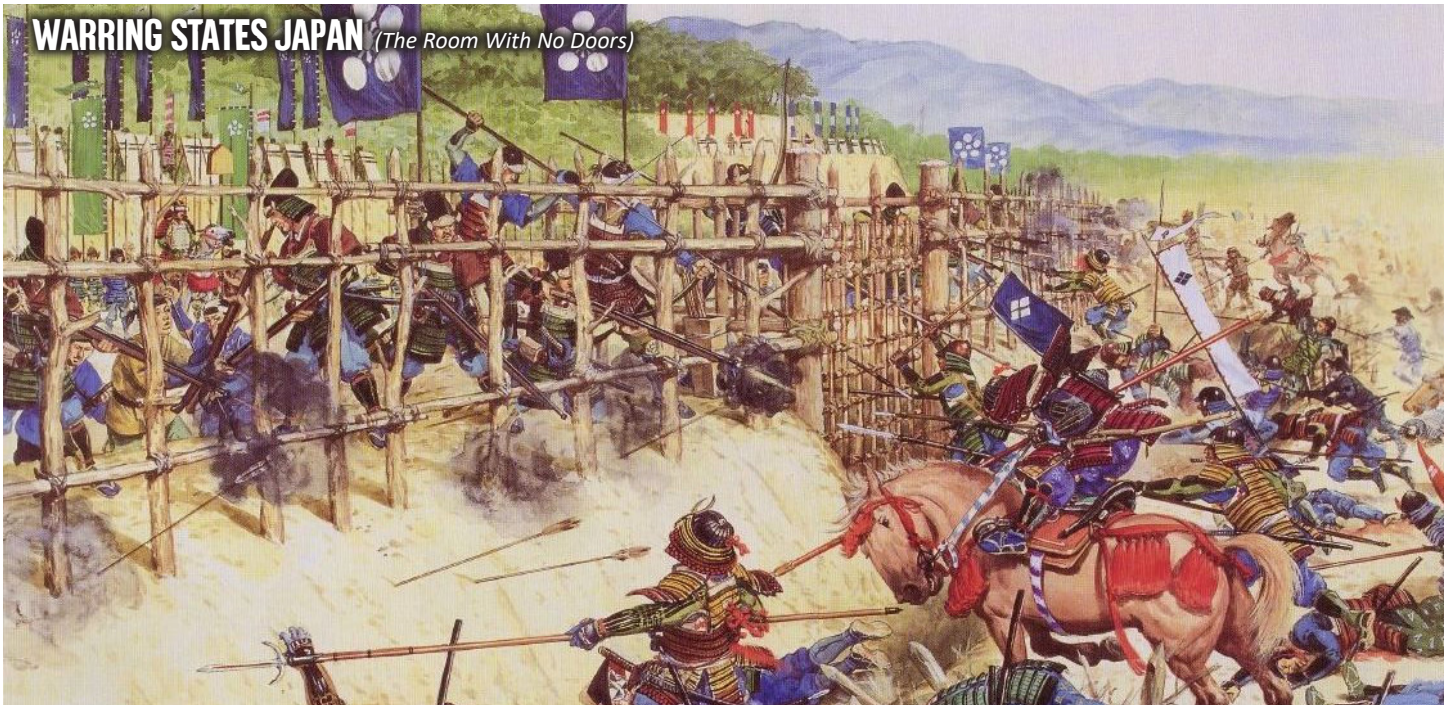
TRAITS
Alien Organs (Special) – The entire craft has to be destroyed for Ship to die
Armour (10 points)
Environmental (Major)
Flight (Major)
Hypnosis (Major)
Immaterial (Special Good) – Ship can make itself or discrete parts of it insubstantial
Invisible (Special Good) – While Immaterial, Ship and/or its discrete parts are invisible
Networked (Major) – The pilots
Psychic
Robot
Scan
Size – Huge (Major)
Special – Reconfigure: Ship can materialise or dematerialise its internal bulkheads to open and close corridors and doors within itself
Telepathy
Travel

TECH LEVEL: 7
STORY POINTS: 8

ALIEN PILOT

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 5
Skills: Athletics 3, Fighting 3
Traits: Additional Limbs (arms), Alien, Alien Appearance, Fear Factor 1, Networked (Major: Ship), Technically Inept, Tough
Tech Level: 7
Story Points: 2

WARRING STATES JAPAN *(The Room With No Doors)*



The Age of the Warring States, more formally called the Sengoku Period, *sengoku jidai*, was a turbulent period of Japanese history during which rival *daimyo* fought for control of the country. From 1467 to 1568, Japan was riven by constant warfare, as the Shogunate collapsed and rival feudal lords fought tooth and nail for power.

By the start of this period, the Emperor was already a ceremonial figurehead and the Shogun himself no longer had any real power. In the absence of a strong, central government, the rule of law was replaced by the rule of force. By the end of the Onin War of 1467-1477, which arose from the bitter rivalry between the Hosokawa and Yamuna families over who should succeed as Shogun, most of the influential clans had been drawn into the conflict. The Onin War was particularly brutal and ended with no clear victor and no resolution of the inherent militarism that fractured the country. Fighting in and around the capital Heiankyo (Kyoto) destroyed the city, and Japan became a patchwork of feudal estates centred around the warlords' castles and fortified mansions.

Although the Onin War didn't end the conflict, it did sort out who were the stronger *daimyo* and who were the weaker, a process which continued until the end of the 16th Century. By the end of the Warring States Period, the *daimyo* were far fewer in number, perhaps only around two hundred and fifty in the whole of Japan. A natural consequence of this consolidation of power was that field armies no longer consisted of hundreds of warriors, but thousands or even tens of thousands. More specialised troops became commonplace, as did lighter weapons to facilitate armies having to travel longer distances to fight. Halberds, pikes and, later on, matchlock guns imported from Europe were adopted by some *daimyo*.

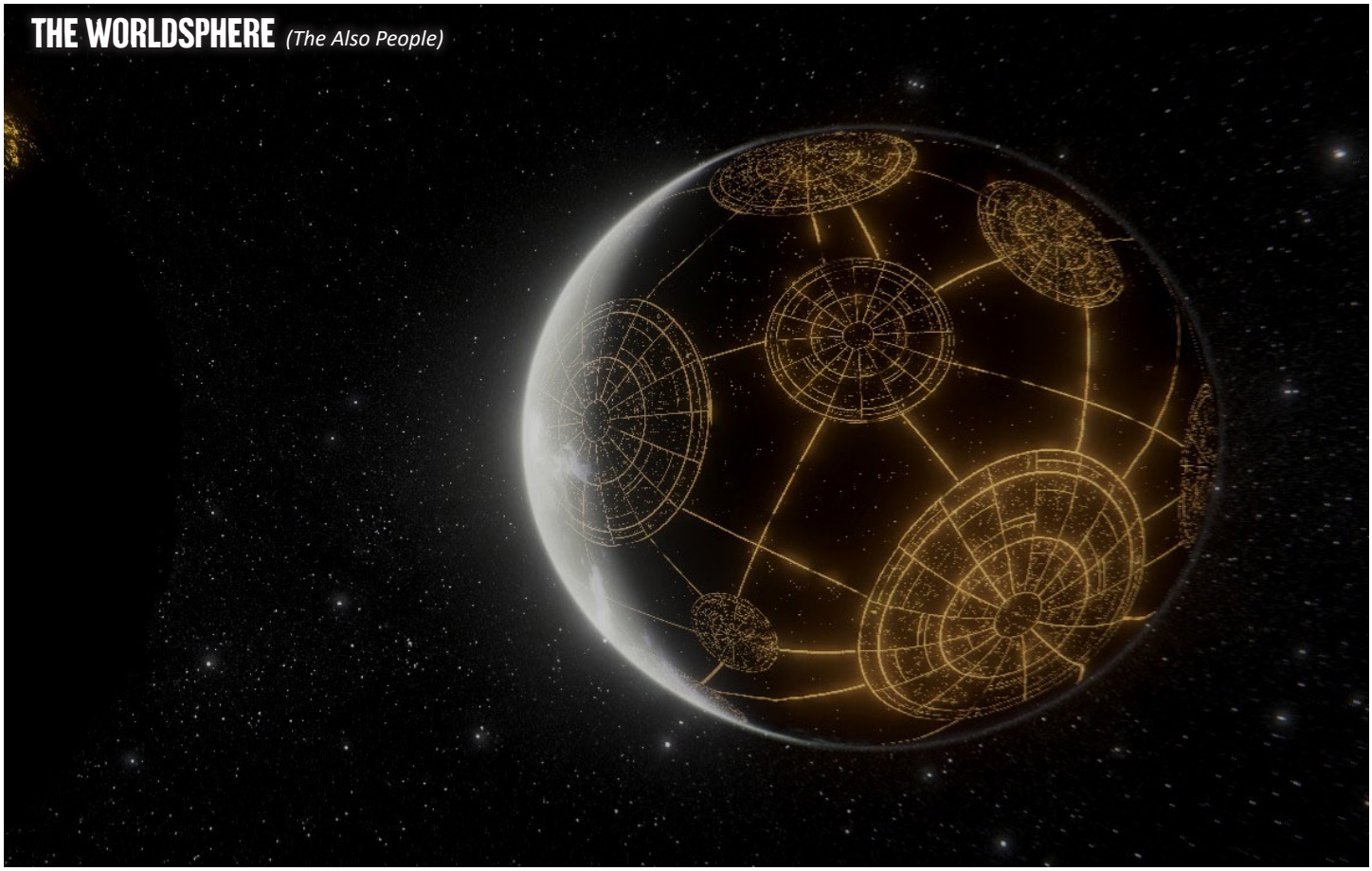
Castles were constructed much more frequently in towns, at mountain passes and along vital roads as the Sengoku Period progressed, and fortified mansions known as *yashiki* were built on the larger estates. The castles of the time were constructed mainly of wood, though on large stone bases. The superstructures included walls, towers, and gates with narrow windows for archers and from which hung boulders on ropes, ready to be dropped on any attackers.

The feats of the *samurai* and the *daimyo* were glorified and exaggerated both during the Sengoku Period, when they were keen to project a public image, and since. Samurai are often presented as highly skilled, disciplined and honourable warriors, in much the same way as the knights of Medieval Europe have been portrayed in literature as being chivalric. In reality, treachery and dishonourable acts were as commonplace as in any other war.

The Sengoku Period saw an increase in urbanisation. The *daimyo* desired foreign goods to demonstrate their status, so towns and cities grew as a result of a boom in international trade. In the country, villages also grew as farmers worked together for greater security and to benefit from communal projects. Many villages began to govern themselves, forming their own councils to fill the void left by the absence of central government. The use of money became widespread as markets and commercial cities appeared.

The Warring States Period was finally brought to an end by Oda Nobunaga, the only *daimyo* to be successful in establishing his dominance and regarded as the first Great Unifier of Japan. During the 1550s and 1560s, Nobunaga gradually expanded his territory from his base at Nagoya Castle, due in part to the use of firearms by his warriors. In 1568, he seized Heiankyo, bringing the Sengoku Period to an end, and paving the way for the continued unification of Japan by his successors.

THE WORLDSPHERE *(The Also People)*



The Worldsphere is the largest artificial object in a galaxy far away from Mutter's Spiral. It is the home of the People (see *V165*), a culture of many integrated species, both organic and machine, that built it millions of years ago. It is a Dyson Sphere with a radius of nearly one hundred and fifty million kilometres constructed around a sun, a G-class main sequence star. Its interior surface is therefore immense (two point seven times ten to the power of seventeen square kilometres). The sun itself was originally a white dwarf and was converted and chained to do the bidding of the People. It hangs immobile in the sky within the Sphere and creates the perception of day and night by the strengthening and weakening of a series of forcefields placed around it. From the ground, there is the sensory illusion of a horizon that doesn't exist in this world that curves very gradually up in all directions.

Joining the sun in the sky is the world of Whynot, a blue and white planet complete with continents and swirling clouds. Its orbit has been designed in such a way that it passes over every part of the Sphere in turn, like a three-dimensional spirograph pattern. Whynot is the home of God, the super-intelligence that was designed and built by the People to manage the Worldsphere and its systems. Actually, that's not quite true. Although much of God is on Whynot, it's pretty well diffused and has nodes throughout the Sphere.

Given its size, the Sphere includes all sorts of habitats and environments for its population of just over two trillion

PLANETARY DATA: WORLDSPHERE

SIZE: Vast (Dyson Sphere)
GRAVITY: Earth-Standard Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: None
SENTIENT SPECIES: The People
TECHNOLOGY LEVEL: 7

PLANETARY DATA: WHYNOT

SIZE: Medium
GRAVITY: Earth-Standard Gravity
LAND MASS: Archipeligopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: None
SENTIENT SPECIES: The People
TECHNOLOGY LEVEL: 7

inhabitants. When the Sphere was first constructed, there were only twenty billion or so people, so God figured it had some room to experiment. It set aside six million hectares, gave it only a minimum of landscaping, just the mountains and some bacteria to break down the rock into soil. All the flora and fauna there migrated in from the surrounding landscaped areas over thousands of years. God let the area form its own ecosystem and calls it the Wilderness Recreation Area. It won't let anyone live there, though visitors are welcome.

The planet Whynot has been designed with a feature called the Grinning Archipelago on its equator, and in the northern hemisphere the two round continents of Lefteye and Righteye, both roughly the size of Madagascar. Together, these three form a smiley face when seen from above. The second largest city in the Sphere is on Whynot: me!Xu!xi-si!cisisa, the Mote in God's Left Eye. Living on Whynot is a risk though, as God tends to rearrange the geography as it wishes. One morning, the People of me!Xu!xi-si!cisisa woke to find their city in the middle of a lake the size of Arizona, and it's been sinking by six centimetres per month ever since.

Although God is artificial, it insists that it isn't a computer, in the same way that a human isn't a mollusc. It also claims not to be omniscient, just very well informed. When it was still being created (or creating itself, as God considers to have been the case), it was given the nickname God as a joke and it sort of stuck. Because of its nature, it can manifest itself pretty much anywhere within the Sphere as a disembodied voice.

As the People are incredibly advanced and the Worldsphere provides for all their needs, there is neither poverty nor much in the way of violence here. The People have vastly extended lifespans and keep themselves busy by forming interest groups and have fads that come and go. For a while, there was a craze in micro-landscaping, then one for concealed habitation. As a result of the latter, there is an entire city of three million people on the far side of the Endless Sea built along those lines. You could walk right through it and never know it's there.

The sentient ships who are also People live in the Spaceport, a hexagonal hole cut into the Sphere that forms a gateway to the universe beyond. The spaceport facility is three thousand kilometres across and hangs in the exact centre of the open hexagon like a green and white starfish. As most ships are enormous, many of them temporarily transfer their minds into smaller drones to interact with the People down on the Sphere's surface.

In addition to the sentient artificial intelligences on the Sphere, there are also various non-sentient ones which are not considered to be part of the People and which perform all the menial tasks. These include the Houses, which occasionally achieve sentience and join the People.

GOD

AWARENESS	10	PRESENCE	6
COORDINATION	N/A	RESOLVE	8
INGENUITY	20	STRENGTH	N/A

SKILLS

Convince 5, Knowledge 10, Medicine 6, Science 8, Technology 8

TRAITS

Alien Organs (Special) – God is so diffused that it would take the destruction of the Worldsphere to kill it
Alien Senses – Omnipresent within the Worldsphere
Elemental Control (Special) – God can control the environment of the entire Worldsphere, including restructuring its geography
Environmental (Major)
Indomitable
Robot
Scan
Size – Colossal
Transmit

TECH LEVEL: 7

STORY POINTS: 10

The Sphere's society is an egalitarian one, and it doesn't have anything as crude as a legal system. Instead, it has a general consensus on morality, on what is or isn't done. There is a treaty with the Time Lords that forbids the People from attempting to develop time travel, the one area of technological advancement that has eluded them, or from visiting Mutter's Spiral. In violation of the treaty, the ships' memories contain contingency plans for a war with the Time Lords.

Wychborn House in rural England burned down in 1868 and was never rebuilt. And yet, somehow, the Doctor, Ace (see *A39*) and Benny (see *A47*) found themselves visiting the House five years later.

Wychborn House, located near the village of Wychborn, is a Victorian country house with extensive gardens and woods beyond. In 1868, it was the home of Lady Edith. In the later version, the sisters Charlotte and Victoria live here, along with their retinue of servants. Oddly, none of them seem to have any concept of death or the normal emotional responses to it. They are also unable to say what year it is. Even the location of Wychborn House is very vague in their minds. "England" is a word that sounds familiar to them, but they do not comprehend what meaning it conveys. This is clearly not Victorian Earth after all, just somewhere that resembles a very small part of it.

The arrival of the time travellers changes something about the strange environment they find themselves in. Whereas it was originally a place of pure goodness, the concept of evil has been introduced, as if the place had sensed it in their subconscious minds. The gardener is strangled by the rose bushes he was tending to. An unearthly insect lodges itself in Victoria's throat and drains her of her life. The hedges come to life and attempt to strangle anyone nearby. Food rots away in seconds as if decayed by time. Charlotte ages a decade in ten minutes. Others begin to mutate, becoming monstrous spider-things.

In the grounds of the House, a strange figure arrives. Pale and thin with round glasses, a slick of fine black hair and straggly wisps of beard. The sides of his caravan proudly proclaim "PATENT MEDICINES AND CURE-ALLS". This is the Quack, outwardly a travelling seller of panaceas, but who claims to be the dream of a doctor whose medicines are poisoning the nearby lake.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This version of Wychborn House is clearly not in the real world. It has been created by the Time Lord Galah (see *A68*), an artist who has linked herself to her TARDIS and used the power of her final regeneration to create an artificial environment of pure goodness that was based on the original House.

The presence of the Doctor and his friends has introduced the concept of evil into this paradise, and it is further corrupted by the arrival of Dr Patrick Rix (see *V124*), who was driven insane by the death of his wife and the birth of his disabled son. Rix has somehow been able to enter this artificial environment through the TARDIS's real-world interface. As his madness worsens and he gains a measure of control over the TARDIS subsystems, Rix can create insectoid "elementals" from the living matter produced by the Architectural Configuration Program.

The Quack is actually a physical representation of the TARDIS's troubleshooting program, its appearance drawn from the Doctor's mind but later changing into that of a steampunk cyborg. It is receiving conflicting orders and does not know what to do with outsiders. The Quack's confusion could prove dangerous as it falls under Rix's control.

THE QUACK

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	4

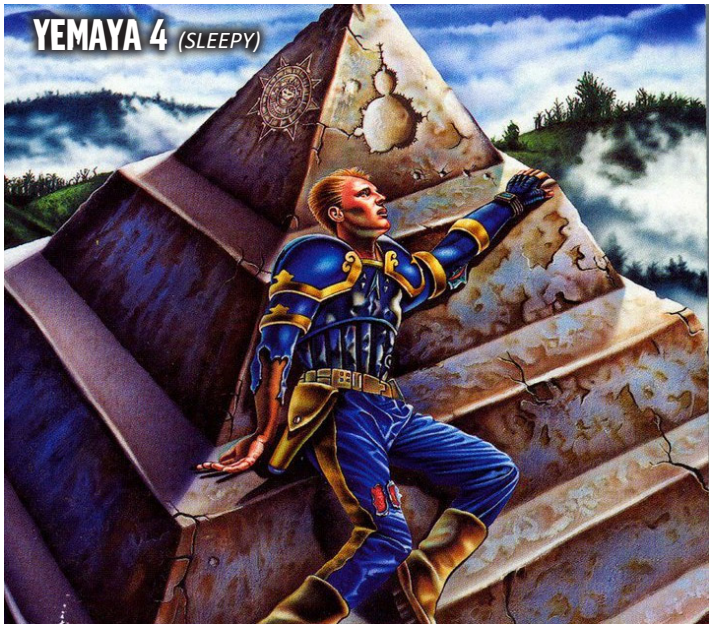
SKILLS
Convince 3, Fighting 2, Knowledge 1, Subterfuge 3, Technology 4

TRAITS
Armour (5 points)
Robot
Shapeshift (Special)
By the Program
Scan

TECH LEVEL: 10
STORY POINTS: 4

INSECTOID ELEMENTAL

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 1, Resolve 3, Strength 4
Skills: Athletics 2, Fighting 2
Traits: Alien, Alien Appearance, Fear Factor 1, Tough
Story Points: 1



The Doctor and his friends travelled to the fledgling Earth colony of Yemaya 4 in 2257 in order to investigate a viral outbreak of psi powers. There's very little official information about it, as though somebody deliberately covered up the records, which makes it all the more intriguing.

Yemaya 4 was an ideal planet for colonisation. It has a large temperate zone, gentle seasons and biochemistry not too different from Earth's, with thick forests, rushing rivers and no large predators. The largest creature encountered so far is a dappled thing the size of a cat, with a slender neck and a single eye. The gravity is slightly low, which lends a spring to the step of anyone used to Earth's.

In 2257, the colony's population is a little over four hundred, the majority being southern African. The colonists arrived here only two months ago, but they are already calling themselves Yemayans. They have a big silver habitat dome surrounded by smaller domes for storage sheds. They've also brought a number of artificial intelligences with them to help out, including BAR B, WATCH OUT! and CONNECTICUT.

The Yemayans immediately started accelerated gardens around the habitat dome and have been busy turning some of the surrounding meadows into farmland. Landfall was timed to allow the almost immediate planting of Terran seed stock, and they are also using several native Yemayan plants as crops. Until one or the other crop comes up, they are living on a combination of rations and vegetables from the gardens. It will be more than a year before they can think about unfreezing the animals they've brought with them.

There are signs of an ancient civilisation on Yemaya in the form of a set of nearby ruins. But whoever built them is long gone. The remains of ten huts built of stone lie in an open area in the forest. The walls are tumbled down and eroded, with plants growing inside them like thick, green carpet. Thirty feet away across the clearing is a temple in the form of an eighty-foot high ziggurat. The steps up its sides indicate that whoever built it was probably taller than humans, and the small number of huts means that it's likely they travelled here specifically to carry out their rituals.

The ziggurat has become dull-edged with time. At first glance, it is unornamented, with no obvious writings or symbols except at the top, where two glyphs look out like a pair of eyes. There are also pock-marks of what might be bullets or small-blaster fire, a random trail of blemishes in the rock. The design of the ziggurat is very common in Earth's part of the galaxy, and a Difficulty 12 Ingenuity + Knowledge roll confirms that the glyphs probably have some Exxilon or Osiran influence.

Anyone examining the temple more closely can make a Difficulty 15 Awareness + Awareness roll to discover a couple of lines of tiny symbols in the stonework of the lowest step. A further Difficulty 12 Ingenuity + Knowledge roll recognises that some of them are nearly identical to Ikkaban and D'nasian glyphs. Civilizations like the Ikkaba and the D'nasians helped spread Exxilon culture throughout this area of space. There are half a dozen worlds where the native languages develop up to a point, and then are suddenly replaced by one of the Exxilon ones.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The whole colonisation had been proceeding like clockwork when the first psi infections occurred. Some kind of virus (see *A69*) has been triggering the spontaneous emergence of psychic abilities among the frightened Yemayans. The virus is airborne, and anyone exposed must make a Difficulty 12 Resolve + Strength roll or gain Psychic; a Bad result also gains Telepathy; and a Disastrous result also gains Telekinesis. Anyone who already has Psychic has a -4 penalty.

When the TARDIS arrives, Chris Cwej's (see *A42*) latent psychic powers also kick in, and he begins to experience a link to the Turtle, the Ikkaban deity of life, death and resurrection. The extinct Ikkaba used to kill themselves at the temple of the Turtle. Never more than one at a time, never in front of an audience, but they went into the fire one after the other. Nobody knows why.

PLANETARY DATA

SIZE: Medium
GRAVITY: Low Gravity World
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Human colonists (Yemayans)
TECHNOLOGY LEVEL: 6

ZALERIA *(Emperor of the Daleks!, Return of the Daleks)*

During the Second Great Dalek Occupation, the war between the Dalek Empire and the Earth Alliance in the 42nd Century, the Daleks invaded the planet Zaleria. The invasion was very low key and met with little resistance. At the time of the invasion, there were only a handful of humans on Zaleria, who were then confined to the central zones in the main city. Most of the population was made up of the human-like Zalerians.

For a time after the invasion, there was minimal Dalek security on Zaleria. Susan Mendes, the so-called "Angel of Mercy" who acted as a human figurehead for the Daleks, promised the Zalerians leniency in return for cooperation and efficiency. As a result, the planet had an unblemished record for non-resistance. At least, it did until the arrival of a Dalek Science Division expedition and its Ogron security force.

The expedition started to subject the locals to light-ray projection experimentation, extremely painful and usually fatal. They also began seismic probing beneath Zaleria's surface. Once they had pinpointed their objectives, the Daleks began drilling…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Zaleria was once known as Spiridon (see *Planet of the Daleks*), a world whose inhabitants are – or were – totally invisible. One of the most shameful periods in Zaleria's ancient history is the period of the 26th Century when some of the Spiridons worked for the Daleks to save their own lives. Under duress, they cooperated in the Daleks' experiments. But the Daleks never gained the secret of invisibility because the massive amounts of energy they needed to expend caused light-wave sickness. A Dalek army numbering around one million one hundred thousand Daleks remains frozen on Spiridon, buried within billions of tonnes of molten ice under a solid crust. Among the Zalerians, only the Elders are aware of the existence of this frozen army.

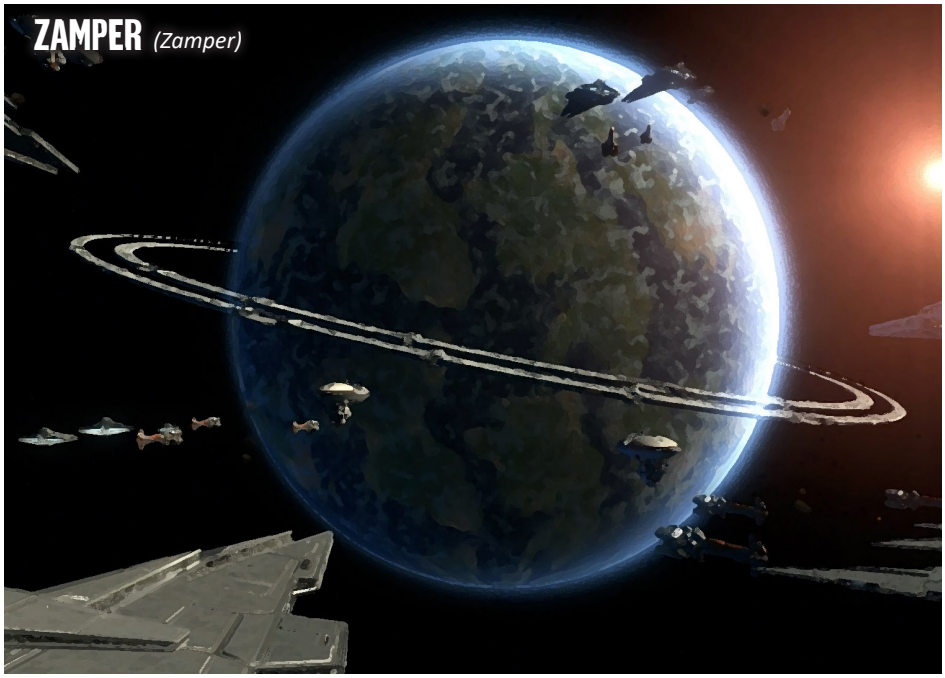
During the build-up to the Second Dalek Civil War (see *Remembrance of the Daleks*), Davros travelled back in time and revived some of the frozen Daleks, reprogramming them to obey his orders instead of those of the Dalek Emperor (see *V119*). Although the Emperor sent a Dalek force to stop Davros, they were destroyed. Davros revived enough Daleks for his purposes and departed from Spiridon, leaving the others frozen in suspended animation.

After this incident, the Spiridons changed the name of their planet to Zaleria to hide it from any further Dalek attentions and to make a new start. To further disguise themselves and their world, the Zalerians made themselves visible. They subjected themselves to many painful experiments and treatments, mostly based on the ingestion of cell-altering natural chemicals, pigmentation and nutrients that decay the Spiridons' non-reflective cellular properties. These nutrients are now a vital part of their food chain. But the Zalerians' new-found visibility is only skin deep, and their genetic coding is constantly resisting the diet's effects, trying to renew their invisibility.

When the Daleks inevitably discover that the formerly invisible Spiridons have found a way to make themselves visible, they will surely attempt to reverse-engineer this and renew their attempts to master invisibility for themselves.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Zalerians (Spiridons)
TECHNOLOGY LEVEL: 7



ZAMPER *(Zamper)*

The east side of the galaxy, heavily populated by humans, was in a constant state of political upheaval for most of the sixth millennium. Various colony worlds were at war with others, and as soon as one conflict was settled, another arose. This destabilised the region's monetary system, and in the 54th Century, a consortium of industrialists was formed with a view to solving the problem. The solution was the construction of Zamper. The consortium pooled the scientific resources of a hundred different cultures and created a fold in space, a mini-universe bang in the middle of the war zone but technically neutral. They then somehow shifted a large planet into the place, and set up an independent shipyard solely concerned with the sale of battleships. This was reckoned to be the most viable industry; people were always going to be at war, it seemed.

The plan worked. Zamper ships, better designed and built to last, soon came to dominate the local space lanes. From the day it was registered on East Galaxy's stock exchange, Zamper has led the markets, bringing huge profits to its shareholders and steadying the economies of the warring worlds.

Within the anomaly in which Zamper exists, it is protected by six defence outposts at equidistant points along the boundary. On Zamper itself, seven shipyards are positioned within a series of gigantic chambers hewn from the rock of the planet's relatively soft outer igneous crust, above which sits the Complex.

Although the shipyards are out of bounds to buyers, visitors are made welcome within the Complex. As Zamper is designated a neutral space, it is exempt from the duty restrictions and revenue laws that govern all other sectors of East Galaxy. Neutral status allows the consortium to run a profitable gaming system as a side-line to its main business.

Zamper has a temperate climate, with skies full of fluffy violet cumulonimbus clouds. But there are no signs of animal or vegetable life. Automated supply ships call at Zamper every two months and contain enough of the essentials to sustain the four permanent staff and any number of guest buyers.

Of the current human employees, the Secunda is the senior agent of the Management, while Mr Jottipher has been liaison executive for the past twenty-two years. Both report to the Management itself, an augmented artificial intelligence. Without a physical body, the Management appears as a human image on the Complex's screens. His vowel sounds and speech rhythms are too exact for him to be anything other than an AI, but he's much more than a computer. The Management has powerful links to outside space and is aware of external events. He represents Zamper on the markets. His personality is highly developed, but he cannot appear on two screens at once.

Apart from the Management and the human staff, Zamper has a complement of hovering robotic discs for maintenance and other menial duties. And then there are the Zamps (see *V203*), the creatures who actually design and build the ships. They are Zamper's best kept secret.

THE MANAGEMENT

Attributes: Awareness 5, Coordination N/A, Ingenuity 6, Presence 4, Resolve 4, Strength N/A
Skills: Convince 4, Craft 5, Knowledge 4, Science 2, Technology 5
Traits: Alien Organs (Special), Networked (Major: Part of the Zamp herdmind), Robot
Tech Level: 7
Story Points: 6

PLANETARY DATA

SIZE: Large
GRAVITY: Earth-Standard Gravity
LAND MASS: Land o' Lakes
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Humans
TECHNOLOGY LEVEL: 7

ZAMYATIN *(The Psychic Circus)*

Tired of chaos and confusion? Fed up with noise and dirt and smell? Then visit Zamyatin! The planet where everything runs to time and nothing is ever out of order.

Zamyatin has a perfect climate as the sun shines all day and makes the growing of essential foodstuffs a source of quiet content for the workers, seen here working on one of our many agricultural centres. They are working hard but they know that they are creating food for an ideal society which they are blessed to be members of.

The statistics speak for themselves. Look closely at these charts, you'll see that not only potatoes but swedes, parsnips and broccoli are all exceeding production targets! And it's not only hard work and good planning that goes into this success, it's also the dedication of the workers. In the old days, before our chronicles started, workers would waste their energy after finishing work by dancing, singing and telling silly jokes. All that has been eliminated in the cause of productivity.

The valuable lessons learned in the countryside have, of course, also been applied to the city. Time is no longer wasted on dancing and singing and joking. Joking has been judged particularly wasteful. When everything is perfect, there is no place for frivolity. Of course, there is always a price to pay for perfection. The individual must put his or her selfish needs behind the needs of the state. There can be no place for doubt.

- *Zamyatin Training Film*

For reasons which are probably obvious, Zamyatin is not a planet high on the Doctor's bucket list. For one thing, it's a bit bleak. Apart from the farms, it's largely a wasteland outside the city. But it's the city itself which really puts him off. It may be well-ordered and efficient, but the people are so glum.

In order to make it productive, the Minister for High Seriousness has outlawed anything frivolous. Laughter, singing, entertainment, fun of any kind is illegal on Zamyatin. The police, although not bright, are quick to arrest any transgressors. First time offenders are likely to be sentenced to undergo training. Repeat or more serious offenders will be hygienically disposed of. Literally wiped off the face of the planet. Anything troubling, anything that doesn't fit in, is just tidied away. Or if it's still a problem, destroyed completely.

The Minister admits that creating the so-called perfect society wasn't easy in the beginning, when doubters had to be removed or silenced. But now, she claims, everything is without fault. The government is without fault. The police are without fault. The judges are without fault. And everyone lives in what are claimed to be perfect conditions with ideal solidly-built houses and always enough to eat. The transport always runs on time and the crime rate is zero. Everybody is extremely happy, even if they don't show it.

In which case, why is there a Zamyatin Liberation Army? True, they consist of a group of galactic buskers, who arrived here to try their chances but ended up hiding in the tunnels under the city. Also true that they're not fighters and just want to teach the world to sing in perfect harmony. But if they had a leader to show them the way, maybe they could make a difference. Maybe.

PLANETARY DATA

SIZE: Medium
GRAVITY: Earth-like Gravity
LAND MASS: Mostly Land
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 3
SENTIENT SPECIES: Citizens of Zamyatin
TECHNOLOGY LEVEL: 7

GADGETS AND ARTEFACTS

AGENT YELLOW *(Eternity Weeps)*

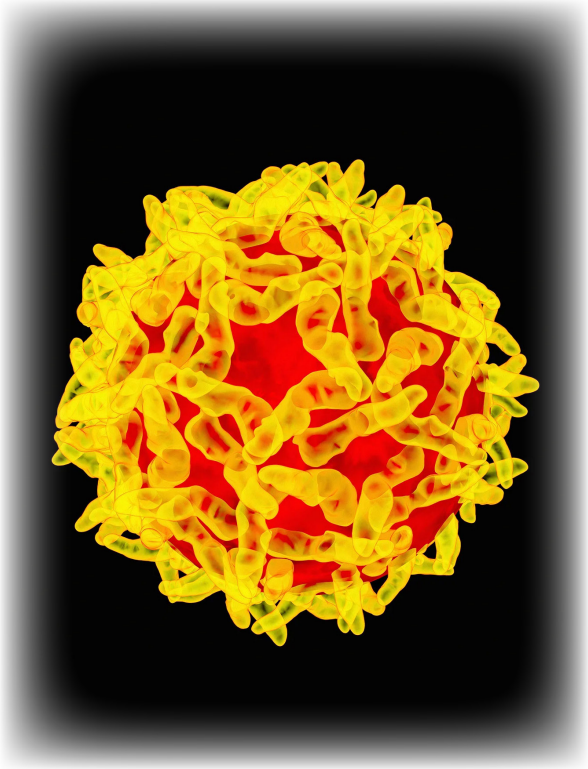
Agent Yellow is the name that the joint NASA-UNIT team has given to the alien virus they discovered in an ancient base located beneath the Sea of Tranquillity on the Moon (see *L152*). It was designed by the Cthalctose (see *V118*), a race who faced extinction six billion years ago, as part of a plan for their eventually resurrection. Agent Yellow is a terraforming virus, designed to transform a planet into an environment suitable for its creators. Unfortunately, that includes skies of carbon dioxide and seas of boiling sulphuric acid, so its release on Earth would be catastrophic.

Agent Yellow catalyses two otherwise impossible reactions in rock strata. One of these results in the liberation of sulphur in crystalline form. The other causes the rock to become extremely unstable. Explosive, in fact, so that it puffs the sulphur and Agent Yellow into the air, spreading it further.

In biological matter, Agent Yellow triggers another impossible reaction. Anything with terrestrial DNA which is infected with Agent Yellow is changed. Blood, flesh and bone are all transformed into sulphuric acid, resulting in a fast but hideously painful death.

The normal rate of spread of Agent Yellow is frightening. It moves visibly over the landscape in an ever widening circle, consuming and transforming everything within it, and accelerating as it does so. Attempts to halt its progress can make it worse. Burning lifts particles of Agent Yellow into the air and spreads them on the wind. Explosives scatter it over a wide area, and it is impervious even to a nuclear detonation, which would serve only to spread Agent Yellow over hundreds of miles around. Even without these accelerants, the advance of Agent Yellow is unstoppable and will ultimately result in the death of every living thing on Earth.

Anything coming into contact with Agent Yellow must make a Difficulty 18 Resolve + Strength roll each Round of exposure or automatically take 2(1/2/3) points of damage every ten minutes thereafter. Liz Shaw managed to develop an antidote that provides a +4 bonus to the roll, but only a tiny amount has been manufactured.



SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor was able to obtain a sample of Cthalctose biological matter from six billion years ago and used it to develop Agent Scarlet, a more effective antidote and cure for Agent Yellow. It doesn't just inhibit Agent Yellow's function; it kills it altogether. Developing such an antidote would require time and a Difficulty 21 Ingenuity + Medicine roll with a +4 bonus provided by the Cthalctose biological matter.

Anyone inoculated with Agent Scarlet is immune to Agent Yellow. Anyone already infected by Agent Yellow would take no further damage. However, production of enough Agent Scarlet to deal with a widespread outbreak, and the logistics of its delivery, could still pose insurmountable obstacles to eradicating the virus.

AGENT YELLOW [Special Gadget]
Traits: Infection, Area Effect (Special: Initially infects a 3D6 metre radius, then spreads exponentially)
Cost: 6 points

THE ALT-TARDIS *(1st in Blood Heat)*

When the Doctor lost his TARDIS in a tar-pit on an alternative Earth ruled by the Silurians (see *L142*), he was fortunate that the parallel universe's version of his ship was available to him. The "alt-TARDIS" was formerly the property of the Third Doctor of this parallel timeline, who had been killed by the Silurians during the Wenley Moor incident in the early 1970s (see *Doctor Who and the Silurians*). The alt-TARDIS remained tucked away in UNIT HQ for twenty years while human society collapsed around it and the Silurians took over.

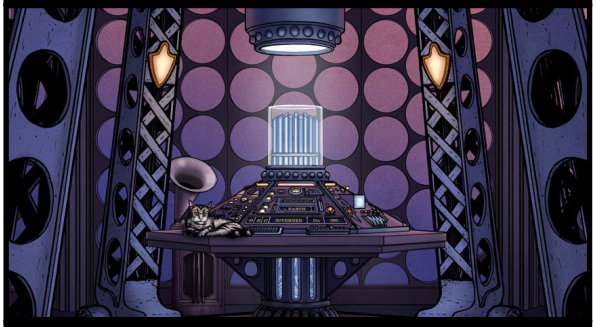
When its Doctor had died, the alt-TARDIS underwent an internal shutdown. Its internal dimensions shrunk until they were only just large enough to contain the console. With the TARDIS dormant, its key became isomorphically neutral, allowing any telepathically authorised user to be able to bond with it and gain access to the ship. Ace recovered the key from the Silurian base beneath Wenley Moor, slotted it into the console and reactivated the alt-TARDIS. From her mind, the ship was able to recreate its internal dimensions.

With his own TARDIS lost to him, the Doctor used this one in its place. After a few repairs, he found that it even had a working chameleon circuit. But after a handful of journeys, he "accidentally" broke it again with the careful application of a hammer and it reverted to its police box form. The Doctor claimed that although the police box shell may be old-fashioned and eccentric, it is fundamentally him! Apart from this, the alt-TARDIS's systems are almost identical to those of the Doctor's original ship, including the Defence Indeterminate Timeloop Option (see *G16*) and temporal grace function. It even contains a version of the Jade Pagoda escape pod (see *G21*).

Initially, the alt-TARDIS did not fully trust the Seventh Doctor. For example, it sometimes became sulky and uncooperative. At first, when the Cloister Bell sounded, it could only be heard telepathically by Ace (see *A39*), the person who had revived it. But the bond between the Doctor and the alt-TARDIS improved over time.

Eventually, the original TARDIS was recovered from the alternative timeline by a Fortean flicker the Doctor had encountered on the planet Sakkrat (see *L131*). The Doctor then gave the alt-TARDIS to the enigmatic Muldwych (see *A91*), a possible a future incarnation of himself, tasking him with using it to take the Charrl (see *V114*) to a new planet for them to colonise. Muldwych has presumably since used the ship as his own TARDIS.

THE ALT-TARDIS



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
Knowledge 8, Medicine 2, Science (Temporal Physics) 6, Survival 2, Technology 4, Transport 3

TRAITS
Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, *Argumentative, Impulsive, Restriction (Tricky Controls, 6 Pilots)*

The alt-TARDIS later gains:
System Fault (Chameleon Circuit)

GADGET TRAITS
Scan (x3), Transmit, Forcefield (Major)

ARMOUR: 30
SPEED: 12
STORY POINTS: 16

THE ANCIENT PAKHAR DIADEM *(Legacy)*

For centuries, the people of the planet Pakha (see *V164*) waged savage war on each other. Until, that is, the Third Doctor and Jo Grant arrived and put a stop to it. The Doctor discovered that the Pakhars were under the influence of an artefact called the Diadem, a legendary object that is nowadays known as the Ancient Pakhar Diadem. It is a jewel-encrusted headband and the legends say that it is a focussing device for unlocking mental powers latent within the mind. But the Doctor realised the truth, that the Diadem is inhabited by a living being, a creature of mental energy and pure evil that feeds off negative thoughts and emotions. When the Diadem is worn, the creature within it encroaches on the mind and absorbs the wearer totally. It can then begin to influence the behaviour of all those around it.

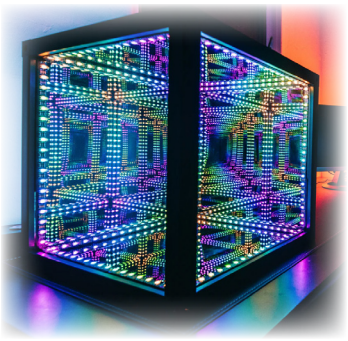
During the final struggle against its power, the Diadem and its wearer fell down a deep ravine on Pakha. The unfortunate Pakhar was killed and the Diadem was believed to have been destroyed. But although dented and battered, it has remained hidden on the floor of the ravine for centuries. The creature within just needs somebody to find the Diadem and put it on for the whole process to start again. Except that Pakha is now a member of the Galactic Federation, and the creature has an entire alliance of worlds in which to spread its baleful influence and advanced interstellar communications as the medium with which to achieve its aims.

THE ANCIENT PAKHAR DIADEM

Attributes: Awareness 2, Coordination N/A, Ingenuity 4, Presence 6, Resolve 6, Strength N/A
Skills: Convince 5, Knowledge 3
Traits: Alien, Armour (4 points), Hypnosis (Major), Possess, Psychic, Weakness (Special) – Normally an inert object, requires a possessed host to act through
Tech Level: 6
Story Points: 8

THE ANOMALY CAGE *(The Two Masters)*

The Anomaly Cage is the work of the Cult of the Heretic, a secretive group that worships a rogue Time Lord of that name. Information about the Heretic is confined to the Time Lords' secret files on Tersurus. According to these, the Heretic observed the universe and saw that it was sick. There was no good in it, only violence, anger, war, death and evil. He resolved to put it right in a way only a Time Lord would think of: regeneration. The Heretic planned to destroy the entire universe and replace it with something better of his own devising. Fortunately, the Time Lords caught up with him before he could enact his plan, and he was either executed or imprisoned on their prison planet, Shada. The records aren't certain.



Actually, the Heretic didn't plan on destroying quite everything. As he and his followers considered themselves the only healthy beings in the cosmos, he decreed their right to survive within the Anomaly Cage. The Heretic only got as far as the design stage before the Time Lords caught up with him, but the Cage has been completed by his followers in the Cult.

The Anomaly Cage isn't literally a cage. It's actually a sort of space-time craft, except that it travels through the paradoxes rather than the Vortex. The Cage protects you from the manipulation of time. It rewrites the timeline around you, shapes it to fit. Destroy your own history and you remain unaffected within the Cage. Paradoxes drift past like a summer breeze.

The Cult of the Heretic has completed the Anomaly Cage, a ship designed to withstand the obliteration of the universe. All they need now is a paradox sufficiently powerful to act as a catalyst to trigger the destruction of the universe, plus some Time Lord biodata to trigger its regeneration. When the Cult achieves its aims, and the past and future begin to disintegrate, they will survive within the Anomaly Cage, the only thing to withstand the destruction of eternity. But if its shields were to fail, there would be nothing to protect the Cage's occupants from the temporal erosion outside.

Once everything outside has been obliterated, all of space and time, the Cage can also be used to create a new universe to replace it. In effect, this is the act of using the Cage to travel across the paradoxes and between the infinite timelines, selecting the one that you wish to materialise within.

THE ANOMALY CAGE
Armour: 10 **Hit Capacity:** 15 **Speed:** 0

Traits: Environmental (Major: up to and including paradoxes and the destruction of the universe), Forcefield (2 levels), Scan, Travel, Vortex (actually travels through paradoxes and between the parallel timelines)
Story Points: 14

THE DEFENCE INDETERMINATE TIMELOOP OPTION

(The Dimension Riders)

The Defence Indeterminate Timeloop Option (DITO) is a rarely used TARDIS system. If switched on, it enables the TARDIS to automatically move itself one millisecond into the future if it detects any attempt at an unauthorised intrusion. Once this has happened, the TARDIS will be inaccessible. It will always just have been where it was a moment ago, invisible and intangible, temporally shifted just out of sight and reach. Whatever it was just standing on a millisecond ago may still bear an imprint of it. But it won't actually be there anymore.

The main problem with the DITO is that, if the TARDIS's authorised crew were outside at the time it moved the TARDIS, they will similarly be unable to access the ship unless they have made prior arrangements. This usually means that they have to carry a remote control device to switch the DITO off from outside and summon the TARDIS back to them. Without that, they will find themselves stranded with no means of recovering their ship. For this reason, most Time Lords deactivate the DITO.

If using the TARDIS design rules from *The Time Traveller's Companion*, the DITO is a Major system under TARDIS Defence Systems.

DIMENSIONAL ENERGY NODES *(UNIT: Dominion)*

Dimensional energy nodes are ancient technology spoken of in the stories of the fabled Dimensioneers told to young Time Tots. These are mythical tales of awesomely powerful travellers, pioneers who bestrode the dimensions, daring to interfere, to seek the balance of the ultimate powers of eternity. The Dimensioneers constructed corridors linking the infinite dimensions and walked among them.

The Time lords considered the Dimensioneers' technology to be too dangerous. They banished the Dimensioneers and forbade their knowledge. The Time Lords did their best to erase all information relating to them and their technology. As a result, if any of their legendary devices are discovered, not only are they Technology Level 12, but there is an additional -4 penalty on any attempt to use them by anyone from a lower Tech Level, as their secrets are forgotten. The nodes themselves were placed in secure storage in the Time Lord vault on Tersurus and forgotten about.

Nevertheless, the Doctor was able to retrieve a trace mention of them in his TARDIS's data bank. Using this information, he discovered a sealed off section deep within his TARDIS and had to reconfigure the ship's internal dimensions to be able to access it. Within the concealed section was a node activator, a device that looks as if it had been designed by Salvador Dali.

A node activator requires a Time Lord mind slaved to it for control, but the Type 40 was the final model of TARDIS to be fitted with one. If one can obtain one of the only two dimensional energy nodes that the Dimensioneers created, it can be placed in the heart of the activator and used to open a pinhole into other dimensions, through which a microscopic stream of energy flows from those dimensions into the activator. Over time, the node can store an unimaginable amount of energy, but the drain on the other dimension grows exponentially. Left unchecked, it will drain it completely. The node could also be used to widen the pinhole and allow access to the Dimensioneers' ancient interdimensional corridors.

In its natural form, a dimensional node resembles an abstract stone sculpture, around twelve feet tall but with its roots deep within the ground and visibly growing as it absorbs energy from its surroundings. With appropriate technology, the node can be reduced to the size of a snooker ball, which is how it needs to be placed within the activator. A node is impervious to any kind of scanning available on Earth in the late 20th Century.

If a Time Lord was able to acquire both nodes (and two activators), they would be able to control interdimensional energy distribution in a major way. It might even be the end of the universe, as the nodes together could trigger a chain reaction, with one dimension draining the next and so on. The barriers between dimensions would weaken, allowing all manner of entities through (see *V121*). The Master even claimed that the nodes make the Key to Time look like a trinket. As a result, the stats provided here are for a single node; both nodes together would be capable of collapsing entire realities and are beyond even the capabilities of Apocalyptic Traits.

DIMENSIONAL ENERGY NODE (SINGLE NODE) [Apocalyptic Gadget]
Traits: Heart of a Black Star, Immovable Object, Vortex, Treacherous (Special: when activated, the node drains energy from all nearby sources and anyone in the vicinity automatically takes 1 point of damage per hour, the area of effect expanding exponentially over time, doubling every hour), Unstoppable Force, Restriction – requires a node activator to control
Cost: 10 points

THE DREAM MACHINE *(Theatre of War)*

Discovered in the ruins of the Pentillanian Theatre on Menaxus (see *L118*) and named "the dream machine" by Benny (see *A47*), this device is a square metal box about a metre along each side, raised on a wheeled trolley so that it is waist height. From one end projects a short rod, not unlike the barrel of a gun except that it has no bore and is ringed with transparent circlets within which fine wiring can be seen. A panel at the back is the only set of controls on it.

The machine is capable of projecting an image, a three-dimensional holographic representation. This one has been pre-programmed to generate a number of theatrical plays according to a set of performance criteria. For example, it can be set to show performances of *Hamlet* but in 40th Century costume, or Osterling's masterpiece, *The Good Soldiers*, with a Martian interpretation. But the characters are more than just projections; they are solid holograms able to touch and be touched. Even to harm… or kill. Their programming is so advanced that they believe themselves to be real people.

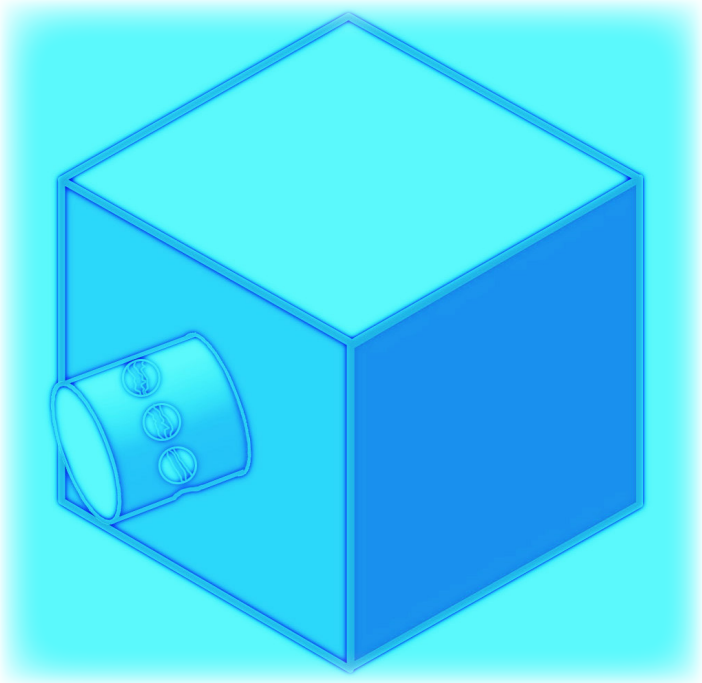
In addition, the machine is more than just an image projector. The plays, the characters and situations actually exist inside it in their own miniature worlds, rather like a Continuous Event Transmuter (see *Nightmare of Eden*) or a Miniscope (see *Carnival of Monsters*). The inclusion of a real-world interface and a crude dimensional osmosis damper allows people from the real world to get inside the machine, and for characters from the plays within the machine to escape into the real world.

Lying among the ruins on Menaxus, the machine seems to have been there for centuries, perhaps thousands of years. Over that time, the dimensional osmosis damper has de-phased. Now reactivated, there is some bleed-through from the plays within the machine. Elements of *The Good Soldiers* and *Death Bane* pop up among the ruins and interact with the real world. The machine has even scheduled a full performance of *The Good Soldiers*.

Anyone using the real-world interface to enter the universes within the machine will find themselves in the worlds of the plays which are pre-programmed into it. They can interact with the characters, who have a limited ability to adapt their behaviour accordingly. It may even be possible to locate an old man who is not a character from any of the plays. This avatar will introduce himself as Aronholt, a copy of the inventor and builder of the machine who died long ago.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The dream machine was actually designed and built by Irving Braxiatel, as part of his plan to facilitate the overthrow of the brutal and imperialistic Heletian Empire. The Heletians are obsessed with the dramatic arts and, Brax reasons, will not be able to resist taking the machine back to Heletia, where it will project performances for the Exec, the Empire's ruler.



One of the plays, *The Good Soldiers*, has been created as a trap. At its conclusion, the robot soldiers who slaughter the other characters will then move out into the audience and commence a real-life massacre. This will act as a distraction for Brax to be able to lower Heletia's planetary defences and allow the rebels of the Rippearean Cluster in.

NOTE: The Traits assigned to the Dream Machine should be interpreted liberally by the GM. Its function is very simple: it generates solid holograms who appear and behave as if they are real people; and anyone using the real world interface to step into the plays within the machine will find themselves in a virtual reality, but one in which they can be killed. The Replication Trait is for the machine to generate the holograms; the Teleport Trait represents them appearing and disappearing; and Transmit is for allow the holograms free range.

SOLID HOLOGRAM

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 2, Strength 4
Skills: Athletics 3, Fighting 3, Marksman 3
Traits: By the Program, Environmental (Major), Immunity (Physical damage); some also have Natural Weapon (Major: Holographic Energy Weapon – 7(3/7/10) damage)
Story Points: 0

THE DREAM MACHINE [Special Gadget]
Traits: Replication, Teleport, Transmit
Cost: 5 points

THE EYE OF HORUS *(The Vaults of Osiris)*

The Eye of Horus was the large gemstone placed in the Osiran pyramid on Mars (see *L125*) to project an energy beam to keep Sutekh the Destroyer a prisoner insider his tomb on Earth (see *Pyramids of Mars*). It was crafted by Horus himself to watch over Sutekh. The Eye was destroyed in 1911 by one of Sutekh's servants, before Sutekh was apparently killed by the Fourth Doctor.

But a secondary Eye of Horus survived on Earth, in Sutekh's pyramid near Saqqara. Until 1941, it was set into a door within a socket like a huge stylised Eye. It was subsequently stolen by German soldiers looting Egyptian artefacts. After the Second World War, it was recovered and displayed in a nearby museum.

The Eye of Horus is reputed to be a very powerful artefact. Like the primary Eye on Mars, it is powerful enough to restrain an Osiran and keep them immobile indefinitely. The Eye has many powers including transportation through time and space. Members of the Temple of Sutekh believe that it can be used to destroy the one they call the Beast – though the entity they refer to as the Beast is not their god Sutekh, but one of his enemies, Isis (see *A79*), the sister/wife of Osiris.

The Eye is protected by a guardian servicer robot (see *The Fourth Doctor Sourcebook*) which will hunt down and kill anyone coming into contact with it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The secondary Eye of Horus is key to the plans of Isis, one of the few Osirans to survive to the present day. With the destruction of the primary Eye, she fears that Sutekh has been freed, so she has set a trap with herself as bait. The followers of Isis constructed a chamber within a vault of the Bank of Osiris in Geneva, within which Isis placed herself and a number of Osiran relics to act as a lure to bring Sutekh to her. She is held immobile there by the power of the secondary Eye in Egypt.

Since then, Isis has controlled the guardian servitor by the power of her ring, waiting for Sutekh's return. In the meantime, the Bank of Osiris has been bought out by a follower of Sutekh, who plans to bring the Eye of Horus and other artefacts to Geneva to destroy Isis.

THE EYE OF HORUS [Apocalyptic Gadget]
Traits: Entrap (Special: Subject cannot attempt to escape), Heart of a Black Star, Transmit, Unstoppable Force, Vortex, Restriction – Requires familiarity with Tech Level 9+ to use (cannot be attempted with lower Tech Levels, even with the usual penalties)
Cost: 20 points

"GENETIC POLITICS BEYOND THE THIRD ZONE" BY PROFESSOR THRIPSTED *(Christmas on a Rational Planet)*

Professor Gustous R. Thripsted is the author of such noted works as *Flora and Fauna of the Universe*, *Introduction to Quantum Esotericism* (with Professor Watkinson) and *Guide to Having Fun in the Milky Way*. But perhaps his most ambitious book is *Genetic Politics Beyond the Third Zone*, a wide-ranging discourse on the societies and behaviours of various species and political groups, covering subjects from the Voord and the Krotons to Faction Paradox and the Time Lords, and all points in between. The section on the Time Lords famously includes a description and discussion on the game of Eighth Man Bound, a notorious and dangerous rite of passage rumoured to be used by young neonates of the Time Lord Academy.

EIGHTH MAN BOUND

An extract from *Genetic Politics Beyond the Third Zone*:

[Eighth Man Bound] is played only by the neonates of the Time Lord Academy, students who have been imprinted with the genetic codes that allow them safe passage through the vortex, but who have not yet gone through the decades-long rituals of graduation. It is never played by Time Lords of those 'newblood' Houses for whom a change of body is as trivial as a change of fashion, and who come straight from the loom with a secondary heart. Eighth Man Bound was described by one House Kithriarch as 'the most repulsive and irresponsible pastime it is possible to imagine', and the game is said to claim the lives of up to fifteen Academy students each macrosemester.

Eighth Man Bound is played by an 'Initiate', who sits at the centre of a circle of his Academy classmates, the circle being known as 'The Inquiry'. A suitable ambience is created, usually with a simple symbiosonic generator. The Inquiry then attempts to create an identity crisis in the mind of the Initiate; a common tactic is to repeatedly chant the Initiate's name, until that name becomes meaningless – perhaps even horrifying – to its owner. The Initiate's personality is violently dissected, his memories questioned and disassembled. Occasionally drugs are used to affect his psychological state.

In most species, the Initiate's experiences in the circle would be enough to trigger a nervous breakdown. However, Time Lord bodies are tailored to rebuild and regenerate themselves in times of crisis. The stress of the Eighth Man Bound ritual causes chemical reactions in the Initiate which fool his biology into thinking that something has gone very, very wrong. As The Inquiry's inquisition continues, the Initiate's body enters a state of flux, its genetic structure becoming unstable and preparing to regenerate.

The trick of Eighth Man Bound is for the Initiate to keep himself in this state of flux for as long as possible, balanced 'between bodies', as it were. While a Time Lord is in this state, there is an unusual rapport between his conscious mind and the genetic data that has been programmed into his body. For a few brief moments, the Initiate will glimpse his biological destiny, seeing snatches of his own future regenerations. Eighth Man Bound is a game of exploration, in which the Time Lord – deprived of his original identity – goes in search of the alternative identities he may one day possess.

GENETIC POLITICS BEYOND THE THIRD ZONE [Minor Gadget]
Traits: Expert (Knowledge Area of Expertise – Alien Cultures)
Cost: 1 point

Naturally, there are risks. A young Time Lord may trigger an actual regeneration, a great disgrace among neonates. If he remains in flux for too long, his identity may be permanently lost; his body may attempt to rebuild itself randomly, causing a lethal genetic 'spasm'.

The name Eighth Man Bound was coined by students of the Arcalian Chapter, and honours one of their number who managed to 'fake' his first six regenerations, discovering the natures of his first seven bodies, but never quite unleashing the Eighth Man. Though this record has never been broken, it is rumoured that one student of the Prydonian Chapter did successfully equal it. Though this student later denied ever having played a game as 'reckless and irresponsible' as Eighth Man Bound, those who knew him claim that he wouldn't have been able to resist playing it at least once. Curiosity, they say, was always his downfall.

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To replicate Eighth Man Bound in game terms, the Initiate must first succeed in a contest of Presence + Convince against the Inquiry, with the Inquiry being represented by whichever of their members has the highest Presence. The Inquiry also has a +1 bonus for each additional member. If the Initiate's roll is a Success or better, they have entered the correct psychological state to proceed to the next stage.

The Initiate must now enter into a contest (or series of contests) of their Presence + Convince against their own Ingenuity + Resolve, with the results as listed in the table. With the first contest, the Initiate is attempting to glimpse their next incarnation. If the result is Good or Fantastic, they can attempt another contest to see the incarnation after that, and so on until either they fail a contest or choose to stop.

RESULT	OUTCOME
Fantastic	The Initiate glimpses their future incarnation and gains a valuable insight or useful information.
Good	The Initiate glimpses their future incarnation.
Success	The Initiate glimpses their future incarnation but can make no further contests.
Failure	The Initiate fails to see their future incarnation.
Bad	The Initiate triggers a regeneration.
Disastrous	The Initiate suffers Lethal damage from a genetic spasm and dies without regenerating.

THE GODENGINE *(GodEngine)*

The Ancient Egyptians were not the only culture to have been influenced by the Osirans (see *Pyramids of Mars*). The Martians were also visited by them thousands of years ago, and they left their mark on Ice Warrior society.

In 2088, when it was clear that the Martians were losing the Thousand Day War against Earth (see *L117*), one of the last, desperate ideas considered by the Eight-Point Table, the ruling Martian council, was a device called the *Ssor-arr duss Ssethissi*. The Engine of Ssethiss, the Martian name for Sutekh. A less mystical translation would be GodEngine. But the War ended before a plan to develop it could be put in motion.

The GodEngine is a weapon based on Osiran subspace-manipulation technology recovered from the Martian Sphinx and from the crashed wreckage of an Osiran starship. When finished, it would be able to manipulate the electromagnetic, gravitational and subspace fields of stars. The GodEngine would fold the subspace manifold around stellar cores to create polarised funnels of subspace and accelerate coherent plasma down them. In short, it would be an FTL plasma cannon powerful enough to incinerate planets, to ignite super-Jovian gas giants, or to turn stars nova.

When constructed, the GodEngine would resemble a huge glass pyramid with a polished golden frame inscribed with tiny glyphs, with the top third a solid block of gold. Within the glass walls, there would be three levels, and like some bizarre museum exhibit, each of the levels would be packed with what to human eyes resemble Ancient Egyptian artefacts. Smaller pyramids, needle-shaped pillars and statues of the Osirans would sit alongside canopic jars, scarab beetles and carvings of jackals.

Inscriptions would be carved around the frame of the GodEngine. The Martians would think them to be nothing but prayers of the Order of Oras written in an archaic and virtually unknown Martian dialect. But they are not. They are the operating instructions for the GodEngine.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Following the Martian defeat, one member of the Eight-Point Table survived and has been working in secret to develop and build the GodEngine. After almost seventy years, Supreme Grand Marshal Falaxyr (see *V127*) is close to success and is poised to take back his homeworld. The GodEngine will be Falaxyr's greatest triumph and will reaffirm the Ice Warriors' supremacy. It will be nothing short of their apotheosis!

Once completed, all that Falaxyr needs to activate the GodEngine is the ignition key. Known only to Falaxyr, the key is the sacred Sword of Tuburr, currently in the possession of Abbot Aklaar of the Order of Oras (see *A53*). Aklaar is unknowingly bringing the Sword to Falaxyr as part of his pilgrimage to atone for the crimes of Mars.

THE GODENGINE [Apocalyptic Gadget]
Traits: Unstoppable Force (The GodEngine delivers Lethal damage to everything within a radius determined by its Story Point expenditure – see *The Time Traveller's Companion*), Restriction – requires the ignition key to activate
Cost: 18 points

THE JADE PAGODA *(Iceberg, Sanctuary)*

The Jade Pagoda is how the Seventh Doctor refers to his TARDIS's emergency escape pod, a more advanced version of the TARDIS emergency evacuation module that the First Doctor used (see *The First Doctor Expanded Universe Sourcebook*). The Pagoda is a split-off version of the TARDIS proper, a kind of figment generated in the Doctor's consciousness. The plasmic shell, which was basically all the Pagoda was to start with, has assumed a shape consistent with an earlier connection with the Earth, from a time when the Doctor had been clearer in his mind about the meaning of things.

The Doctor's escape pod has taken on the form of a jade-green shrine with an ornate pagoda roof. The exterior is richly textured. On the lintel above the door are four Chinese characters which say "No time, no place". There are two small circular windows and the roof is topped with a lantern.

Like the TARDIS itself, the inside of the Jade Pagoda is larger than the outside, but only a little. The interior consists only of a cramped control room with walls made of bamboo lattice-work and hexagonal rice-paper cells glowing green from within. The room is shadowy and cool, with a faint sun-like light filtering from the ceiling, just enough to see by. There is no interior door leading anywhere else.

In the centre of the control room is a small six-sided console with a triple-roofed pagoda-like housing for a small time rotor rising from it. It has far fewer instruments than that of the TARDIS proper. As the Jade Pagoda is an emergency escape pod, it only has the most basic of controls. Most are for life-support and environmental systems. In an emergency situation, the Pagoda automatically dematerialises as soon as the doors are closed behind the last person to board, and it just homes in on the nearest location within specified survival parameters. The default is a Class-M planet orbiting a main sequence G-class star. It's possible to override the Pagoda's programming and try to navigate manually, but with a -4 penalty.

The Jade Pagoda's scanner is a free-standing, silvered Chinese mirror with images of dragons and pagodas on the back. Behind the bamboo and paper panels are stacks of drawers from floor to ceiling and flush with the wall. Within these can be found food packs, medical supplies, survival kits and whatever other odds and ends the Doctor has chosen to store here, some of it more useful in an emergency than others.

The version of the TARDIS that the Doctor acquired on a parallel Earth ruled by Silurians (see *L142* and *G14*) also had a Jade Pagoda. This one differed only in that its interior walls are of smooth, almost marbled jade, and its control console has only four sides. Some of the walls are screened with floor-to-ceiling partitions of paper and bamboo. Niches in the walls hold small statuettes.

THE JADE PAGODA
Armour: 20 points (Special*) **Hit Capacity:** 2 **Speed:** 5

Traits: Environmental (Major), Resourceful Pockets, Scan, Teleport, Travel, Vortex, Restriction – Limited control over destination (-4 on rolls to overcome the Pagoda's programming and navigate manually)
Story Points: 12 points

*As with TARDISes, this doesn't represent "physical" protection so much as Temporal Invulnerability provided by the extradimensional nature of the Pagoda. Unless the doors are open, no force can penetrate the Pagoda's internal dimensions unless it can bypass or punch through the dimensional interface. See page 112 of *The Time Traveller's Companion* for further details.

THE LOOM OF RASSILON'S MOUSE *(Happy Endings)*

Among the ancient artefacts of Rassilon which are held in supposedly secure storage in the catacombs deep beneath the Capitol on Gallifrey is the Loom of Rassilon's Mouse. The Loom is not hugely impressive to look at, being a golden hoop with a diameter not much bigger than that of a hula hoop. But it does have the distracting habit of hovering in the air.

Precisely why Rassilon created the Loom is lost to history. It could have been a prototype of the larger Looms (see *G23*) that he developed to enable the Time Lords to continue to reproduce after the Pythia placed her curse of sterility on Gallifrey (see *Volume 1*). Or he could have created it to be a more convenient and portable version for his experiments. But whatever the reason, its function is clear: it can reconstruct the genetic codes of any organic material, creating life from bio-matter in whatever form the user desires.

Rassilon used it to experiment on mice, but had to switch to other test subjects after he created a series of monsters that terrorised the Capitol.

The Master (see *V156*) was able to steal the Loom from the catacombs without too much difficulty. He intended to use it to weave a more sturdy body for himself, using bio-matter generated by an illegal chemical called Bloom.

THE LOOM OF RASSILON'S MOUSE [Special Gadget]
Traits: Convert (Restriction – Organic matter only), Replication
Cost: 4 points

THE LOOMS OF RASSILON *(Lungbarrow)*

Isn't it dark
Isn't it cold
Seek out the future
Before you get old
Once there were children
This is their doom
Now all the people
Are born from the loom

- Old Mid-Gallifreyan nursery rhyme

In the ancient history of Gallifrey (see *Volume 1*), during the Intuitive Revelation that followed the death of superstition, the Triumvirate of Rassilon, Omega and the Other (see *A92*) needed to find a solution to the last Pythia's curse of sterility. With her dying breath, she had rendered Gallifrey barren. Rassilon and the Other created the Looms, devices capable of weaving new Gallifreyans from genetic material stored within them.

Since that time, each of the Houses of Gallifrey has had its own Family Loom, each of which weaves a set quota of Cousins defined by the Honourable Central Population Directory at the Capitol and recorded in the files of the Bureau of Loomographic Records.

Many Gallifreyans woven from their Family Looms are born as full-grown adults, though it is possible to programme a Loom to birth them as any physical age. They are like children at first and have to learn like children during a period of their lives called brain-buffing. The Loom always weaves at random on the basic template, so that random physical features emerge to preserve individuality and some semblance of gender. As a result, the chances of an identical double are infinitely remote. But nothing in the Time Lords' genetic structure has really fluxed or changed over the millions of years since the Looms were first used.

In the House of Lungbarrow (see *L107*), the family seat of the Doctor, the quota of Cousins is forty-five. When a Cousin dies after her or his thirteen spans, a new Cousin will be woven and born as a replacement. Any breach of this limit resulting in an uncertificated Cousin must be reported to the Cardinal Prime of the House's Chapter, the Prydonian Chapter in Lungbarrow's case. The extraneous Cousin is likely to be executed and the House severely censured. Similarly, if there are anomalies in the genetic material during a Looming, the impure Cousin will be terminated.

Although other configurations are available, the Family Loom in the Great Hall at Lungbarrow resembles a carved stone bier with

what appears to be a glass coffin on top. Through this, any new Cousin can be seen as they are being woven. Following the murder of Quences, the Kithriarch of the House of Lungbarrow, his Family was able to use the Loom to store him in stasis. Quences could not be revived to read his will until the return of the Doctor to Lungbarrow to complete the family again.

Rassilon also created a much smaller version of his Looms, known as the Loom of Rassilon's Mouse (see *G22*).

LOOM [Special Gadget]
Traits: Replication, Stasis (Special: Anyone within the Loom can be held in stasis indefinitely)
Cost: 6 points

THE TIMELESS CHILD AND THE LOOMS OF RASSILON

If the Doctor is the Timeless Child, how can he also have been Loom-woven? At first glance, the two seem to be mutually exclusive. Consider though that Glospin (see *V134*) found some anomalies in the official records of the Doctor's Looming, the implication being that the Doctor had inherited genetic material from the mysterious Other, who had thrown himself into the Prime Distributor of the Looms.

Consider also that members of the Doctor's family teased him for having a navel, something unknown among Loom-born Gallifreyans. They nicknamed the Doctor "Snail" and "Wormhole" as a result. The existence of a navel implies that the Doctor was born naturally, as the Timeless Child would presumably have been. As the Timeless Child, was he smuggled into the House of Lungbarrow when he regenerated into the First Doctor, all memories of his former lives (including the Other) removed? Was the Doctor a changeling, replacing a true member of the House of Lungbarrow? And if so, who knows the truth behind this conspiracy?

THE MACHINE *(Cold Fusion)*

In 2591, on the Earth Empire world governed by the Scientifica (see *L134*), a group of prospectors looking for mineral wealth discovered a vast cave gallery only slightly smaller than the Carlsbad Caverns back on Earth. But it was what they found within the cavern that stunned them. Later named simply "the Machine" by the scientists who studied it, it almost fills the cavern. A thick central column as tall as a skyscraper pierces the roof and floor of the chamber at a slight angle. It is an oily gunmetal grey. Yellow and orange lights flicker dimly along its sides. Gleaming panels spill from it over the floor and are splashed across the ceiling. Vast power couplings and ten metre-thick cables loom from the cavern roof like jungle creepers.

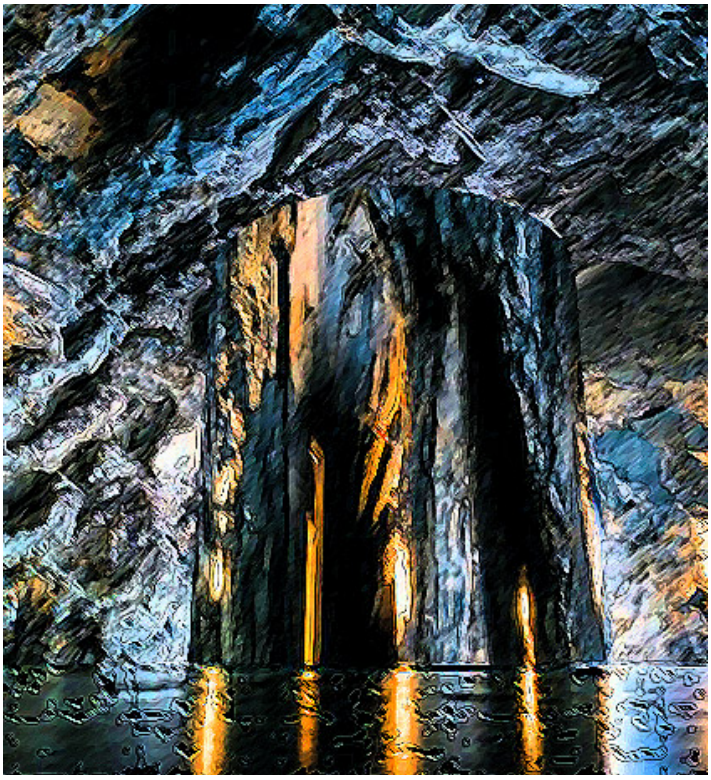
The sheer size of the Machine is disconcertingly too large for the human mind to take in. Vast sections of it hang over the cavern floor in defiance of gravity. It is made of a material that is solid and shifting, oily and burnished, curved and angular. It isn't a building, a sculpture or a spacecraft. In the rock nearby, the prospectors also discovered an ancient wizened woman, still alive but unresponsive. She is now referred to as "the Patient" (see *A93*).

The scientists' dating techniques indicate that the Machine is older than the rock that surrounds it. A few panels show signs of corrosion and there is evidence of fossilised organic material in places. But the Machine itself is almost intact after millions of years. Elsewhere on the planet, there is no indication that there has ever been intelligent life on the planet before the arrival of humanity. Indeed, there is nothing else like the Machine anywhere in the Empire.

The scientists have managed to quantify the Machine. They have measured exactly how tall and broad it is, and they have calculated its mass and weight. They know that it was built from metals that aren't found on the planet, and so logically it must have originated elsewhere. They have discovered evidence that the Machine has grown over time. By scraping away at some of the surrounding rock, they have determined that the Machine has roots and branches, like a tree, and some of the panelling appears more recent than neighbouring sections, almost like scar tissue. But the scientists still don't know what the Machine was for.

A year after it was discovered, the Machine begins to broadcast a datastream on a very high frequency psionic wavelength, presumably in response to the Patient waking up. The datastream contains over ten million individual "letters". Either it's an incredibly inefficient language or an incredibly complex one, or one which uses pictograms. Or perhaps it's just a stream of consciousness alarm.

When a portal opens on the side of the Machine, the interior is rather underwhelming. Inside, the Machine is much smaller than outside, merely a small chamber with night-black walls criss-crossed with glowing power lines and coloured wires. Glass cones run along one curved wall, and a machine like a random collection



of electrical components is located in the opposite corner. A big red lever stands in front of it, next to a glass dome about a metre in diameter, full of twinkling lights.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Machine is a prototype TARDIS from millions of years in the past. When Rassilon usurped first the Pythia and then the Supreme Council and outlawed natural births, the wife of the mysterious figure now remembered only as "the Other" (see *A92* and *A93*) fled Gallifrey in his time-ship, the Machine. But it collided with something in the Vortex and suffered catastrophic damage. The Machine made landfall, but caused huge damage to the local time-space continuum.

Both the Machine and its passenger remained in suspended animation for millions of years while the Machine slowly healed itself. If it were to be reactivated, time could be knocked out of joint: sightings of "ghosts", disruption to energy, water and information supplies, all caused by distortions to the local time field. But if guided properly back along its trajectory from Gallifrey, the Machine could undo all the damage it has done by a process of temporal fusion.

THE MACHINE (Special Gadget)
Armour: 10 **Hit Capacity:** 50 **Speed:** 8

Traits: Environmental (Major), Fast Healing (Major), Forcefield (Minor), Scan, Transmit, Travel, Vortex, Restriction – Inconveniently enormous
Story Points: 15 points

MORPHIC FIELD MANIPULATOR *(Lucifer Rising)*

Among the maze of tunnels beneath Belial, moon of Lucifer (see *L114*), is a vast chamber which the scientists of Project Eden have named "the Mushroom Farm". The chamber is irregularly septagonal in shape and is almost eight kilometres across, large enough for it to have its own cloud systems.

The reason for the chamber's name is the multitude of objects that resemble artificial mushrooms and which sprout from the floor, walls and ceiling, every surface able to support an outgrowth. Obviously artificial, they resemble nothing so much as masses of scrap metal which somebody has played a blowtorch over. Each is different from the rest, and they appear at closely spaced intervals, which though apparently random, are based on a Fourier series. The rows retreat away, diminished by perspective, until they are lost in the haze of distance.

On closer inspection, it can be seen that each mushroom is composed of a number of intertwining metal stalks which sprout up together from holes in the floor and arch out overhead into a spiky umbrella. The surfaces consist of a myriad tiny pieces of metal, each a different shape and shade of grey, forming a continuous mosaic. If examined closely, tiny seams can be seen running between the jigsaw pieces. Each piece of the mosaic of each mushroom responds to touch, lighting up in colours that vary apparently according to the emotions of whoever touches them. But other than this, their function is as yet unknown to Project Eden.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The entire place is a machine for altering morphic fields, the universal energy field that guides and determines the shapes of all living things. The reason why so many of the universe's sentient species are humanoid is because the Time Lords created a morphic field based on themselves, so that it became more probable that humanoid species would evolve.

Just as an electromagnet can alter magnetic fields, so the Mushroom Farm can alter the morphic fields of anyone it is used on. The Angels (see *V97*) living within the gas giant Lucifer constructed it millions of years ago in order to change themselves into energy beings capable of living within Lucifer's atmosphere. There is an organic component to the morphic field manipulator in the form of the flora and fauna living within the hollow shell of Belial's twin, Moloch. This abundance of life had itself once been an Angel, but it was necessary for it to become part of the mechanism as a failsafe. Without the forest, the manipulator would soon swing out of balance and begin randomly changing the DNA of anyone within range of its effect.

The manipulator is Tech Level 12 technology. But because of the size of the Mushroom Farm and the millions of control panels within it, an additional -8 penalty is applied to anybody trying to operate it.

MORPHIC FIELD MANIPULATOR [Apocalyptic Gadget]
Traits: Mutator, Area Effect x5, Restriction – complex machinery (additional -8 penalty to operate)
Cost: 10 points

THE PERSUASION MACHINE

(Starlight Robbery, Daleks Among Us)

The Persuasion Machine is a device built on technology not of this universe. Information on its design was implanted within the dreams of Kurt Schalk (see *V149*), a clerk in Nazi Germany in 1940, by a pair of godlike entitles from a previous universe. These entities, known as the Shepherd and the Shepherdess (see *V181*), came from a now-dead universe which they had ruled over and maintained as a paradise. But they found our universe to be foul, corrupting even their divine bodies. They reasoned that if they were able to control all creatures, they would be able to recreate the paradise of their lost realm and so reverse their own corruption, lifting them once again to godhood.

The Persuasion Machine has therefore been designed to be capable of persuading anyone within its sphere of influence to believe in anything, any point of view, any belief system or ideology. The Shepherd and Shepherdess knew that the mortals of our universe would always ruin what was perfect, so they planned a network of Persuasion Machines across the Earth. Once mankind was in their thrall, they would introduce them to every inhabited planet in the universe.

But the technology is not meant for human minds to contain. It sent Schalk and his assistants a little crazy. Although they constructed a prototype, Schalk never tried to use it. Instead, he fled and went into hiding, having ensured that his assistants had too little information to be able to build their own Persuasion Machines. But Schalk still has the blueprints in his head and can build the Machines if he has to.

The Persuasion Machine is a large device in which an operator is installed. Schalk recognised that the Machine is limited by the human mind and must be operated by a person who is free of doubts and other emotional frailties. Otherwise those uncertainties could be magnified in those made subject to the Machine's persuasion. The operator would need to be carefully chosen, or – a solution that Schalk alighted on – they would have to be specially bred in a laboratory.

The unscrupulous trader Garundel (see *Volume 1*) later managed to build a version of the Machine, which he called Persuasion-Lite. It had a far smaller range of effect.

PERSUASION MACHINE [Special Gadget]
Traits: Area Effect x4, Augment (+3 Presence), Hypnosis (Major), Skill (Convince 5), Restriction – Augment and Skill are only usable with the Persuasion Machine's Hypnosis, Restriction – the Operator's negative emotions (including those represented by Bad Traits) will be magnified in the Machine's subjects
Cost: 14 points

PERSUASION-LITE [Special Gadget]
Traits: Area Effect x2, Augment (+3 Presence), Hypnosis (Major), Skill (Convince 4), Restriction – Augment and Skill are only usable with the Persuasion Machine's Hypnosis
Cost: 10 points

WARLOCK *(Warlock, Warchild)*

In 2014, warlock is fast becoming a popular street drug, but it has been around for decades. No one seems entirely clear about where it comes from or what its chemistry is. No one has managed to analyse it properly yet, let alone synthesize it. Some say the CIA first brought it into the United States in the 1950s. What is known is that it's a compound that's been around as long as LSD, maybe longer, and that it's naturally occurring, not a synthetic. Some people say it's derived from a cactus; others that it's from a mushroom.

Warlock is a psychoactive drug which has a highly unusual effect, especially in group situations. For a single user, warlock boosts their perception and personal presence extraordinarily. In a group situation, it generates what could be termed a group mind among those participating. In fact, it seems to be alive itself in some sense, and taking it is sometimes referred to as summoning the spirit of warlock.

In groups of users, a cold breeze springs up from nowhere, weaving snakelike among the participants. In scientific terms, perhaps taking warlock raises the body temperature, and it's the fluctuations in body heat that nudge the local thermodynamics, building up a miniature weather system. But that's pretty unbelievable, especially when the breeze seems to move around like an animal, prowling and hunting. Experienced users have even been seen to be able to exert a limited control over its movement, using warlock to extract truth from its users. It's possible to use the connection provided by warlock to manipulate others, using the insights it provides to push them over the edge.

In its processed form, warlock is normally sold as a white powder or small white tablets. It has a very strong liquorice odour, and this permeates the sweat of those who take it.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In the early 20th Century, something arrived on Earth after a long journey through space, flying between the galaxies and through different dimensions of possibility. But a system failure caused the energy flux of the ship to ripple out of control. It crashed like a meteor in a remote region of Russia, but something survived. A slender trickle of life and intelligence trying to weave itself into the reality of the Earth. Merging with the spores of a fungus. Growing to maturity as a mushroom, its genetic code altered by the questing alien intelligence.

The mushroom mutated over swift fungal generations, altering

WARLOCH ENTITY

Attributes: Awareness 5, Coordination N/A, Ingenuity 2, Presence 5, Resolve 5, Strength N/A
Skills: Convince 3, Knowledge 5, Science 4 (AoE: Chemistry)
Traits: Alien, Networked (Major), Psychic, Special – Warlock is not a physical entity but a chemical signature within the toxins of the mutated mushroom
Tech Level: 7
Story Points: 4

WARLOCK [Special Gadget]
Traits: Dependent on result of Difficulty 12 Resolve + Strength roll; see table
Cost: 4 points

its own natural tendencies to produce toxins. It tailored those toxins as humans began to sample the mushroom. It became the drug, warlock, that has been navigating through people, seeking the ones who would serve its purpose. It has only one goal: to escape from this planet and resume its journey. It is seeking out the Doctor, who it believes can fulfil this goal.

Along its journey, warlock has come into contact with Hank Harrigan (see *V137*) founder of IDEA, the International Drug Enforcement Agency. Harrigan has his own uses for warlock. He has discovered that, by ingesting several hundred times the standard dose, he can transfer his consciousness from one body to another, providing him with immortality. As one body grows old and wears out, he can use warlock to move into a fresh, young replacement.

Warlock is not an independently active organism as we would understand. But stats for the warlock entity are provided in the event that an enterprising player manages to make contact with it in some way. It is utterly alien to human life and should be extremely difficult to communicate with and comprehend.

Result	Effect of Standard Dose	Effect of Very High Dose
Disastrous	User takes 1 point of damage to each of Presence and Resolve	User takes Lethal damage
Bad	No effect	User takes 3 points of damage to each of Presence and Resolve
Failure	Augment (Minor: +1 Awareness, +1 Presence); lasts 30 minutes	User takes 2 points of damage to each of Presence and Resolve
Success	Augment (Major: +2 Awareness, +2 Presence); lasts 1 hour	User takes 1 point of damage to each of Presence and Resolve
Good	As Success, plus Networked (Minor: with other warlock users)	As Standard Dose
Fantastic	As Good, plus Psychic	Mind Transference (Advanced) – see *The Sixth Doctor Expanded Universe Sourcebook*

THE XIUHCOATL *(The Left-Handed Hummingbird)*

Hundreds of years ago, the Aztec warrior Huitzilin (see *V141*) discovered the remains of a crashed Exxilon spacecraft and a still functional Exxilon tool and weapon. The latter is a small device of pale bluish-green metal glowing with a faint radiance, a short handle becoming a curve that loops back on itself. To Huitzilin, it looked like a turquoise serpent, and so he named it, *Xiuhcoatl* in the Nahuatl language.

Although Huitzilin didn't know what the *Xiuhcoatl* was, some property of the turquoise serpent gave him the intuitive instinct to wield it against an army that his sister sent against him. The *Xiuhcoatl* vaporised a mile-wide stretch of forest and the four hundred soldiers hiding within it. All that was left was charred earth and a great billowing cloud of steam, stinking of lightning and seared rock.

To the Exxilons, the Xiuhcoatl was a multi-tool. It could be used to fuse two molecules of hydrogen or turn a puddle into a nuclear bomb. It could hollow out a planet or write a name on a tree. It's one of the most powerful and precise weapons the Doctor has ever seen. It's extremely fortunate that radiation from the crashed Exxilon ship changed Huitzilin so that, by the 20th Century, he is no longer tangible and therefore cannot pick it up.

THE XIUHCOATL [Special Gadget]
Traits: Convert, Delete
Cost: 4 points

OFF-OFF CANON: DEATH COMES TO TIME

Once, long ago, on an island in a sea of clouds, there was a land where giants walked. And the giants lived among the other peoples of that land, and they used their great strengths to help them. But the power of the giants was too great. Their hands were too strong; their tread too heavy. And the more they tried to help the people, the greater was the destruction they caused, until the people they had tried to help were no more. And the giants were alone and the island was laid waste. And in their shame, the giants built a temple, and there they swore that never again must they meddle in the affairs of mortal men. And then, they scattered, ever to wander abroad in repentance, until the twilight of the world. Until Death comes to Time.

In another universe, the Time Lords had powers to set themselves up as gods, the Gods of the Fourth, and not just through their mastery of time. They could manipulate matter and gravity and more, and cause temporal distortions with their minds, boosted by a symbiotic link to their TARDISes. These Time Lords were the giants that bestrode the universe, righting wrongs and helping the lesser races. In return, they were worshipped, and temples were built in their name. The Gods of the Fourth did not yet understand that good must be balanced by evil, light by darkness.

They found there was a cost to their actions when they inadvertently wiped out an entire civilisation. The shock of this realisation led most of the Gods of the Fourth to depart from the universe, to leave it for the mortals to govern themselves. Since then, only a small number have remained, wandering through time and space, and their temples have fallen to ruin. Among the Gods of the Fourth are the Doctor, the Minister of Chance, the Saints Antinor and Valentine, and Casmus, their castellan.

The remaining Gods of the Fourth took a vow never again to use their great powers to interfere in the universe. They also vowed each to take a companion, the better to temper their behaviour. The Fourth can help and guide using other means, but not use their abilities to manipulate the world with their minds. Breaking their vows could break the universe, as for every good action, there is an opposite reaction of at least equal effect. It may be something close to home, or it may be far away across the universe. But somewhere, a price is to be paid to maintain the balance. People die, planets crumble, stars explode.

Governing the Gods of the Fourth is the Kingmaker, an ancient woman who sits in isolation in her cave

THE SEVENTH DOCTOR

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	8
INGENUITY	9	STRENGTH	2

SKILLS

Athletics 3, Convince 3, Craft 3, Fighting 2, Knowledge 8, Marksman 1, Medicine 3, Science 5, Subterfuge 4, Technology 5, Transport 3

TRAITS

Adversary – The Doctor has acquired many foes
Artron Battery
Bio-Rhythmic Control
Boffin
Brave
Charming
Clumsy
Code of Conduct (Major) – The Vow of the Fourth
Distinctive
Eccentric (Major)
Feel the Turn of the Universe
Friends (Major) – UNIT
God of the Fourth – includes Healer, Precognition, TARDIS Symbiosis, Telekinesis, Telepathy and Time Manipulation
Hypnosis (Minor)
Impulsive
Indomitable
Insatiable Curiosity
Psychic
Quick Reflexes
Random Regenerator
Resourceful Pockets
Run For Your Life!
Technically Adept
Time Lord – Experienced x6
Time Traveller (All)
Tough
Voice of Authority
Vortex
Vortex Born

EQUIPMENT

TARDIS (see *The Seventh Doctor Sourcebook*)

TECH LEVEL: 10

STORY POINTS: 6

on Mount Plutarch. It is the Kingmaker who holds the Fourth to account if they violate the vows they have taken. In such instances, she can instruct another of the Fourth to confront the transgressor and revoke both their powers and their TARDISes.

But how can the gods stand aside and do nothing to help those in need? Or forever resist using their powers? The Twilight of the Gods is approaching, when Death comes to Time…

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

THE SEVENTH DOCTOR

In this universe, the Doctor is not only a Time Lord but also a God of the Fourth. It is an anathema to him, but he has taken the vow not to use the powers of the Fourth. He suffers from nightmares resulting from not being able to save the people who died as a result of the interference of the Fourth. The Doctor strains against his restrictions, helping others where he can without ever resorting to the powers of the Gods of the Fourth.

The Doctor has sent Ace to be trained by Casmus, the castellan of the Fourth. If she passes the tests of Casmus and of the Kingmaker, she will become the first of a new race of Time Lords. In Ace's place, the Doctor now has Antimony as his companion.

GOD OF THE FOURTH – SPECIAL GOOD TIME LORD TRAIT

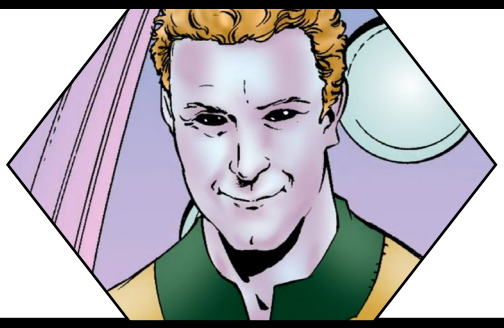
A Time Lord character with this Trait is a member of the Fourth, and possesses the enhanced mental powers of the Gods of the Fourth. The character gains +2 Resolve and the following Good Traits for free: Healer, Precognition, TARDIS Symbiosis, Telekinesis, Telepathy and Time Manipulation.

The character also gains Code of Conduct (Major) – The Vow of the Fourth. The vow taken by the Fourth is not one of complete non-intervention, but they cannot use the powers of the Fourth to interfere with the universe. Even if for the cause of good, the use of the Good Traits that God of the Fourth provides causes instabilities in the Universe. People will die, planets will collapse, stars will be destroyed to maintain the balance of good and evil. These catastrophes may happen countless light years away, but it is the Time Lord's burden that deaths on perhaps a grand scale will result from the use of their powers, for good or ill.

The character may remove the Code of Conduct by taking another Major Bad Trait in its place. But if they do and their use of the powers of the Fourth is discovered, the Kingmaker may send another member of the Fourth to expel the offending Time Lord, removing God of the Fourth and all the Traits that come with it, and revoking their TARDIS.

God of the Fourth costs 5 Character Points plus 2 Story Points to purchase, and has both Psychic and Time Lord as pre-requisites. In addition, it is unique to the universe of *Death Comes to Time* and purchasing it requires the GM's agreement.

ANTIMONY



AWARENESS	4	PRESENCE	3
COORDINATION	5	RESOLVE	3
INGENUITY	4	STRENGTH	5

SKILLS
Convince 2, Fighting 3, Knowledge 2, Medicine 1, Science 2, Technology 2

TRAITS
Alien Appearance
Eccentric (Major) – Naivety and odd lapses of knowledge
Fast (Major)
Inexperienced
Insatiable Curiosity
Quick Reflexes
Robot
Tough

TECH LEVEL: 10

STORY POINTS: 15

ANTIMONY

The Doctor is tired of seeing his companions grow old or leave him, so he has built himself one to last. Antimony is an android, though he does not even know this himself. He looks almost human, apart from his grey skin, solid black eyes and complete lack of odour. Antimony is very strong and fast, but to a keen observer, his movements are too precise to be human.

Antimony is intelligent but very naïve. He lacks experience

and there are huge gaps in his knowledge. The Doctor has told Antimony to always ask questions, which he does. A lot of what he does know comes from researching the TARDIS data banks, but the information he learns from them can be misleading. For example, Antimony was fascinated to learn of dinosaurs, but assumed they were still roaming around on 21st Century Earth.

ACE

The Doctor has plans for Ace, but not ones she has been consulted about. After he left her on Santine to be captured by the Canisians, Ace was rescued by Casmus, the castellan of the Fourth. Casmus is to put her through a regime of training, undertaking tests of her physical prowess, her mental abilities and her ethical judgement. If she passes those tests, Casmus will take her on a pilgrimage to Mount Plutarch, where she will meet the Kingmaker and face one final challenge.

If she survives, the Kingmaker has the authority to grant Ace a TARDIS and make her the first of a new race of Time Lords to watch over the universe, preparing for when the Gods of the Fourth must depart or die. After all, as Casmus puts it, anatomy or appearance or possession do not define what we are. We are what we do.

TARDIS SYMBIOSIS – SPECIAL GOOD TIME LORD TRAIT

A Time Lord with this Trait has a special, mental connection with their TARDIS. While using Psychic or any Trait which has the pre-requisite of Psychic, the Time Lord adds the TARDIS's Presence and Resolve to their own for the purposes of determining the range and effect of these Traits. They may also use the TARDIS's Story Points in conjunction with the use of these Traits.

TARDIS Symbiosis costs 3 Character Points to purchase, and has both Psychic and Time Lord as pre-requisites. It is unique to the universe of *Death Comes to Time* and purchasing it requires the GM's agreement.

TIME MANIPULATION – SPECIAL GOOD TIME LORD TRAIT

A Time Lord with this Trait can bend time in such a way as to cause L(4/L/L) damage to both machines and living beings. In the case of machines, a Lethal result indicates catastrophic failure. Time Manipulation damage ignores Traits such as Tough, Armour or Forcefield, and can only be prevented if the target is protected from or immune to the effects of ageing.

Time Manipulation costs 3 Character Points to purchase, and has both Psychic and Time Lord as pre-requisites. It is unique to the universe of *Death Comes to Time* and purchasing it requires the GM's agreement.

ACE

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS
Athletics 3, Convince 3, Craft 3, Fighting 3, Knowledge 2, Marksman 1, Science 4 (AoE: Chemistry), Subterfuge 2, Technology 2, Transport 1

TRAITS
Argumentative
Attractive
Bio-Chemical Genius
Brave
Distrustful
Impulsive
Past Trauma
Prejudice – Authority figures
Psychic Training
Quick Reflexes
Tough

TECH LEVEL: 5

STORY POINTS: 9

CASMUS

As the castellan of the Gods of the Fourth, Casmus has been given the responsibility of training Ace to become a Time Lord. He is old and wise, calm and inscrutable, full of fables and parables intended to teach Ace about the nature of the universe, though the meaning of many of them is lost on her. "Knowledge is a door that, once opened, cannot be closed" is one of his least opaque sayings, but "Time is the fabric on which worlds are painted" is open to a certain interpretation.

Casmus hints at higher powers. He believes there is no true chaos in the Universe, but an order more complex than most

CASMUS

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	8
INGENUITY	7	STRENGTH	2

SKILLS

Athletics 1, Convince 3, Knowledge 6, Medicine 3, Science 5, Subterfuge 3, Technology 4, Transport 4

TRAITS

Code of Conduct (Major) – The Vow of the Fourth
Eccentric (Major)
Empathic
Face in the Crowd
Feel the Turn of the Universe
God of the Fourth – includes Healer, Precognition, TARDIS Symbiosis, Telekinesis, Telepathy and Time Manipulation
Hypnosis (Major)
Psychic
Psychic Training
Time Lord
Time Lord – Experienced x10
Vortex

EQUIPMENT

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 10

STORY POINTS: 6

THE MINISTER OF CHANCE

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	8	STRENGTH	3

SKILLS

Convince 4, Knowledge 5, Medicine 3, Science 5, Subterfuge 3, Technology 4, Transport 4

TRAITS

Boffin
Charming
Code of Conduct (Major) – Protect the innocent and fight injustice
Dark Secret (Major) – Clandestinely using his powers
Distinctive
Eccentric (Major)
Empathic
Feel the Turn of the Universe
God of the Fourth – includes Healer, Precognition, TARDIS Symbiosis, Telekinesis, Telepathy and Time Manipulation
Psychic
Technically Adept
Time Lord
Time Lord – Experienced x2
Time Traveller (Minor) – Tech Levels 6-7
Voice of Authority
Vortex

EQUIPMENT

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*)
Quantum Dice [Traits: Aura (Contest of Resolve + Ingenuity to avoid watching the dice in confusion). Story Points 1.]

TECH LEVEL: 10
STORY POINTS: 6

can perceive. And where there is order, there is intelligence and predictability. Where there is a painting, there must be a painter. Nothing is truly random, and thus all can be predicted.

Casmus also teaches that, although the Time Lords must each have a companion, they must walk a tightrope with the lesser races. Ace will be like humans and walk among them. But she will be more than them and must remain aloof and alone. The bonds of affection with them are too great a risk and the consequences too dreadful.

THE MINISTER OF CHANCE

The Minister of Chance is a member of the Fourth and a friend of the Doctor. In his current incarnation, he is a tall imposing man with dark Byronesque hair and a tendency to dress in elegant Edwardian clothes complete with a blue cravat and long frock coat. He carries a pair of quantum dice, Time Lord toys which never land definitively on one side or the other. The Minister is cultured and urbane in speech and manners, and is usually calm under pressure. However, if his plans go awry and cause innocents to be harmed, the Minister becomes distraught.

The Minister has recently lost his companion and is in search of another. He has allowed his compassion for the lesser races to overcome him. When he found an obscure planet on which General Tannis's forces had dropped a plague, he used his powers as a God of the Fourth to cure it. Since then, he has made it his business to thwart Tannis's plans, despite the destruction the use of his powers is causing. Across the universe, black holes are growing and new ones are forming, destroying planets and star systems, a darkness to balance the good that the Minister is doing.

The Minister's activities have not yet been uncovered by the rest of the Fourth, though they are becoming aware that one among them has cast off their vows and must be stopped, one way or another.

GENERAL TANNIS

His Excellency General Tannis, Supreme Commander of the Defence Forces of the Canisian Suns is a despot. He is the head of the Canisian armed forces who has the Canisians' real leader, Premier Bedloe, under his control. Tannis has the loyalty of the army to back him up if it ever came to an overt coup, and he also has Bedloe's young son as a hostage. He has used the Canisian forces to conquer the planet Santine.

Tannis is softly spoken but unsettlingly menacing. He is also unquestioningly cruel. Tannis never negotiates with his foes and only accepts their immediate unconditional surrender – and even then, he is likely to kill them out of hand. His favourite tactic is to order the use of tectonic bombs against civilian targets, destroying entire cities and raping their planets.

But Tannis is not just another tin-pot dictator. He is a God of the Fourth, but one that not even the others are aware of, apart perhaps from the Kingmaker. Tannis has been very careful. He has achieved his conquests through military might, without ever having to use the powers of the Fourth. He has not violated the laws of time. Tannis is therefore immune from censure by the Kingmaker, even though he has used the Time Lords' ancient enemies, the vampires, as his agents. As the Kingmaker puts it, Tannis is the slow agent, the darkness to balance the light.

GENERAL TANNIS

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 1, Convince 4, Fighting 2, Knowledge 6, Marksman 3, Medicine 1, Science 3, Subterfuge 4, Technology 4, Transport 4

TRAITS

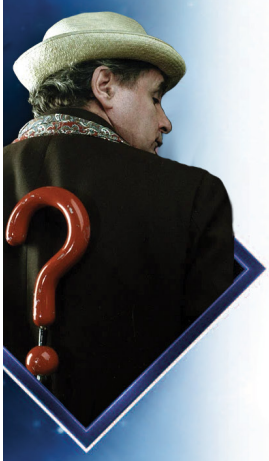
Code of Conduct (Major) – The Vow of the Fourth
Dark Secret (Major) – Tannis has hidden the fact that he is a Time Lord and a member of the Fourth
Feel the Turn of the Universe
God of the Fourth – includes Healer, Precognition, TARDIS Symbiosis, Telekinesis, Telepathy and Time Manipulation
Hypnosis (Major)
Menacing
Military Rank (Special)
Psychic
Time Lord
Time Lord – Experienced
Time Traveller (Minor) – Tech Levels 6-7
Voice of Authority
Vortex

EQUIPMENT

TARDIS (use the stats for a Modern TARDIS from *The Time Traveller's Companion*)
Laser Pistol: 6(3/6/9) damage

TECH LEVEL: 10
STORY POINTS: 6

Tannis is waging war to distract the Time Lords, to manipulate them into destroying each other. But he has still enjoyed his conquests; he is just achieving them the slow way.



ADVENTURE SEEDS

As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.

Love and War *[A47, V140, V157, L106]*
On a planet called Heaven, all hell is breaking loose. Heaven is a paradise for both humans and Draconians – a place of rest in more ways than one. But is there some deadly game connected with the mysterious objects causing the military forces of Heaven such concern?

Transit *[A65, A85, V130, L117, L144; from Vol.1, L61]*
"Oh no, not again..." It's the ultimate in mass transit systems, a network of interstitial tunnels that bind the planets of the solar system together. Earth to Pluto in forty minutes with a supersave non-premium off-peak travelcard. But something is living in the network, chewing its way to the very heart of the system and leaving a trail of death and mutation behind it. Go down amongst the joyboys, freesurfers, chessfans, politicians and floozies, where friends are more dangerous than enemies and one man's human being is another's psychotic killing machine. Once again your characters are all that stand between humanity and its own mistakes.

The Highest Science *[V110, V115, V179, L131]*
Many legends speak of this world, home of an ancient empire destroyed by its own greatest achievement: the Highest Science, the pinnacle of technological discovery. When the TARDIS alerts your crew to the presence of an enormous temporal fluctuation on a large, green, unremarkable planet, they are not to know of any connection with the legend. But the connection is there, and it will lead them into conflict with the monstrous Chelonians, with their contempt for human parasites; into adventure with a group of youngsters whose musical taste has suddenly become dangerously significant; and will force them to face Sheldukher, the most wanted criminal in the galaxy.

The Pit *[A101, V202, L80]*
For two weeks now it has been the same message again and again, and it's getting stronger; death and destruction, the end of all things, Armageddon. Your TARDISeers investigate the mystery of the Seven Planets – an entire planetary system that disappeared without trace several decades before the characters were born. One of the Seven Planets is a nameless giant, quarantined against all intruders. But when the TARDIS materialises, it becomes clear that the planet has other visitors: a hit-squad of killer androids; a trespassing scientist and his wife; and two shape-changing criminals with their team of slaves. As riot and anarchy spread on the system's colonised worlds, the Time Lord is flung into another universe while the Companions close in on the horror that is about to be unleashed – a horror that comes from a terrible secret in the Time Lords' past.

Deceit *[A39, V167, L83; from Vol.1, A10]*
"Take Arcadia apart if you have to." The middle of the twenty-fifth Century. The Second Dalek War is drawing to an untidy close. Earth's Office of External Operation is trying to extend its influence over the corporations that have controlled human-occupied space since man first ventured to the stars. Agent Isabelle Defries is leading one expedition. Their destination: Arcadia. A non-technological paradise? A living laboratory for a centuries-long experiment? Fuel for a super-being? Nothing is what it seems to be.

Lucifer Rising *[A70, V97, V150, L114, G25]*
The TARDIS brings your crew to the planet Lucifer, site of a scientific expedition. The exploration of alien artefacts on Lucifer came to an abrupt halt and the universe has always wondered why. Uncovering the answer involves your PCs in sabotage, murder, and the resurrection of eons-old alien powers. Are there Angels on Lucifer?

White Darkness *[V133, V136, L104]*
"We believe that death should always be part of life." For characters yearning for a simpler time and place: Earth, the tropics, the early twentieth Century. The TARDIS lands in Haiti in the early years of the First World War. And the PCs land in a murderous plot involving vodoun, violent death, zombies and German spies. And perhaps something else – something far, far worse

Shadowmind *[V180, V193]*
Arden. A planet of hills and streams and forests. Peaceful. Friendly. "There is no indigenous intelligent life there." "What is there then?" "It's a new colony world. We started developing it three years ago." But there is something on Arden. Something that steals minds and memories. Something that is growing stronger. Something that can reach out to the regional stellar capital, Tairngaire – where the newest exhibit in the sculpture park is a blue box surmounted by a flashing light.

Birthright *[A90, A91, V114, V145]*
Your TARDIS has died. Stranded in early twentieth-century London, some of your characters can only stand and watch as it slowly disintegrates. In the East End, a series of grisly murders has been committed. Is this the work of the ghostly Springheel Jack or something even more sinister? In a tiny shop in Bloomsbury, the master of a grand order of sorcerers is nearing the end of a seven-hundred year quest for a fabled magic wand. And on a barren world in the far-distant future, the Queen of a dying race pleads for the help of an old hermit named Muldwych, while another of the PCs leads a group of guerrillas in a desperate struggle against their alien oppressors. These events are related. Perhaps your Time Lord knows how. But they have gone away.

Iceberg *[A95, L143, G21]*
"Depends on how you define alien. They were human once." In 2006, the world is about to be overwhelmed by a disaster that might destroy human civilisation: the inversion of the Earth's magnetic field. Deep in an Antarctic base, the FLIPback team is frantically devising a system to reverse the change in polarity. Above them, the *SS Elysium* carries its jet-set passengers on the ultimate cruise. On board is Ruby Duvall, a journalist sent to record the FLIPback moment. Instead she finds you and old enemies of yours: silver giants at work beneath the ice.

Blood Heat *[L142, G14]*
Silurians. The original rulers of the Earth. The TARDIS is attacked by an alien force, your crew crash-land on Earth. An attack by dinosaurs may convince them they have arrived in the Jurassic Era. But when they find a woman being hunted by intelligent reptiles, they begin to suspect that something is very wrong. Then they meet the embittered Brigadier Lethbridge-Stewart, leading the remnants of UNIT in a hopeless fight against the Silurians who rule his world. And they find out that it all began when the Doctor died...

The Dimension Riders *[V132, V168, G16]*
"Someone here has been playing with time. Like playing with fire, only worse – you get burnt before you've lit the match." Abandoning a holiday in Oxford, the TARDISeers travel to Space Station Q4, where something is seriously wrong. Ghostly soldiers from the future watch from the shadows among the dead. Soon, your Player Characters are trapped in the past, fighting for their lives, and uncovering deceit among the college cloisters. What is the connection with a beautiful assassin in a black sports car? How can their time machine be in Oxford when it is on board the space station? And what secrets are held by the library of the invaded TARDIS? They are facing another time-shattering enigma: a creature thought destroyed, and which they seem powerless to stop.

The Left-Handed Hummingbird *[A72, V141, G28; from Vol.1, L61]*
1968: Cristian Alvarez meets your PCs in London. 1978: The great temple of the Aztecs is discovered in Mexico. 1980: John Lennon is murdered in New York. 1994: A gunman runs amok in Mexico City. Each time, Cristian is there. Each time, he experiences the Blue, a traumatic psychic shock. Only you can help him – but you have problems of your own. Someone or something has been tinkering with time. Events in your own past have been altered – and a lethal force from South America's prehistory has been released. Your TARDISeers travel to the Aztec Empire in 1487, to London in the Swinging Sixties, and to the sinking of the Titanic as they attempt to rectify the temporal faults – and survive the attacks of the living god Huitzilin.

Conundrum *[L110]*
"We're talking about an old man who used to dress up in a skintight white jump suit and fly around New York catching super-villains. Don't you think there's something just a bit unusual about that?" A killer is stalking the streets of the village of Arandale. The victims are found one each day, drained of blood. And if that seems strange, it's nothing compared to the town's inhabitants. The PCs think they're investigating a murder mystery. But it's all much more bizarre than that. And much more dangerous. Someone has interfered with the their past again, and they've landed in a place that was once destroyed. This time, there can be no escape.

No Future *[V99]*
This time, anarchy's real. There are power cuts and Wilson's resignation, a great upheaval of unease. But now there's real fear too. Real panic. And that's not how it's supposed to be. Somebody has been toying with the Player Characters' past, testing them, threatening them, leading them on a chase that has brought the TARDIS to London in 1976 – where reality has been altered once again. Black Star terrorists foment riots in the streets. The Queen barely escapes assassination. A fearful tension is rising. Something is going to happen. Something bad. As usual, it's up to you to protect the world. And you can't even protect yourselves.

Tragedy Day *[V126, V131, V153, L120]*
Tomorrow, Tragedy Day. Tomorrow, total control. In Empire City on the planet Olleril, it's time for the annual Tragedy Day – when the privileged few celebrate their generosity to the masses. But this year, something is different. Hideous creatures infest the waters around an island that doesn't officially exist. Assassins arrive to carry out a killing that may endanger the entire universe. A being known as the Supreme One tests horrific weapons. And a secret order of monks observes the growing chaos. Five minutes after they arrive on Olleril, the TARDIS crew know they want to leave. But one of their number is imprisoned in a sinister refugee camp, and the others are in the custody of a brutal police gang. There is no way out.

Legacy *[A74, A89, V164, G15]*
"So, that's an Ice Warrior. Brings a whole new meaning to the concept of shell suits." The TARDISeers are pursuing a master criminal. The trail leads to Peladon: a desolate world once home to a barbaric, feudal society. Now the Galactic Federation is attempting to bring prosperity and civilisation to the planet. But not all Peladonians support the changes, and when ancient relics are stolen from their Citadel, the representatives of the Federation are blamed. The PCs might suspect the Ice Warrior delegation, but before long one of them is arrested for the crime – and sentenced to death. Elsewhere, interplanetary mercenaries are bringing one of the galaxy's most evil artefacts to Peladon. Your characters might pursue a dangerous mission on another world or get friendly – perhaps too friendly – with the Ice Warriors. The players are making the final moves in a devious and lethal plan.

Theatre of War *[A74, L91, L118, G17]*
Five years ago, an archaeological expedition came to Menaxus to explore the ruins of an ancient theatre. All but one of the visitors died horribly, and the planet was abandoned, bathed in lethal radiation. Now the only survivor has returned, determined to uncover the theatre's secrets whatever the cost. Your are a part of that team. Soon the deaths begin again, while the front line of an interstellar war moves ever closer. Your characters find themselves participating in a frighteningly real performance of Shakespeare's greatest tragedy. And they begin to realise that the truth about Menaxus may be far stranger than anyone imagines.

All-Consuming Fire *[A96, V104, V173, L113, L130]*
England, 1887. The secret library of St John the Beheaded has been robbed. The thief has taken forbidden books which tell of mythical beasts and gateways to other worlds. Only one team can be trusted to solve the crime: Sherlock Holmes and Doctor Watson. As their investigation leads them to the dark underside of Victorian London, Holmes and Watson soon realise that someone else is following the same trail. Someone who has the power to kill with a glance. And they sense a strange, inhuman shape observing them from the shadows. Then they meet your characters!

The Shadow of the Scourge *[V177]*
The Pinehill Crest Hotel in Kent is host to three very different events: a cross-stitch convention, an experiment in time travel and... the summoning of the Scourge. Your TARDISeers find themselves dealing with a dead body that has come back to life, a mystical symbol that possesses its host, and a threat from another universe that is ready for every trick they have up their sleeve.

The Dark Flame *[V198, L116]*
A thousand years ago, the evil Cult of the Dark Flame infiltrated every star system in the galaxy. In the history books the Cult is legendary, its despotic leader a terrible memory. But for some, the Dark Flame still burns. For some, its horrifying power is the ultimate goal. All that is required is for the right people to be in the wrong place and time… An archaeologist and his robot are on the poisonous world of Marran Alpha, where they will uncover a hideous relic. Your characters are on their way to the deep space research centre Orbos, where they will soon start the countdown to universal Armageddon.

Blood Harvest *[A49, A100, V94, V95]*
Dekker is a private eye, an honest one. But when Al Capone hires him to investigate a new joint, he knows this is one job he can't refuse. And just why are your Player Characters selling illegal booze in a town full of murderous gangsters? Meanwhile, one of their number has been abandoned on a vampire-infested planet outside normal space. There she meets a mysterious stranger called Romanadvoratrelundar – and discovers an ancient and malevolent power, linking 1929 Chicago with a lair of immortal evil.

Strange England *[A68, V124, L162]*
"The more you dream," the Quack said, "the more real I become. You have not yet dreamed me fully, but you will." When the TARDIS lands in the idyllic gardens of a Victorian country house, you know that something terrible is bound to happen. But maybe sometimes things really are as perfect as they seem. Then your TARDISeers discover a young girl whose body has been possessed by a beautiful but lethal insect. And they meet the people of the House: innocents who have never known age, pain, or death – until now. Now their rural paradise is turning into a world of nightmare. A world in which the familiar is being twisted into something evil and strange. A world ruled by the Quack, whose patent medicines are deadly poisons and whose aim is the total destruction of your characters.

First Frontier *[V156, V190]*
To see the dawn of the space age, your adventurers take their

TARDIS to the United States of America in 1957 – and into the midst of distrust and paranoia. The Cold War is raging, bringing the world to the brink of atomic destruction. But the threat facing America is far more deadly than Communist Russia. The militaristic Tzun Confederacy have made Earth their next target for conquest – and the aliens are already among us. Two nuclear warheads have been stolen; there are traitors to the human species in the highest ranks of the army; and alien infiltrators have assumed human form. Only one person seems to know what's going on: the army's mysterious scientific advisor, the enigmatic Major Kreer.

St Anthony's Fire *[V112, V148, L90]*
"No time. They have come. They have come at last." Your TARDIS visits Betrushia, a planet famous for its beautiful ring system. Your characters soon discover that the rain-drenched jungles are in turmoil. A vicious, genocidal war is raging between the lizard-like natives. The ground itself is wracked by mysterious earthquakes. And an unknown force is moving inexorably forwards, devastating everything in its path. From the outer reaches of space, a far greater threat is approaching Betrushia, and it may be impossible to escape. With time running out, they must save the people of Betrushia from their own terrible legacy before the wrath of St Anthony's Fire is visited upon them all.

Falls the Shadow *[L137]*
"We are deranged. We are psychopaths, sociopaths, up the garden path," said Tanith. "We are mad, and you are trapped with us." The TARDIS is imprisoned in a house called Shadowfell, where a man is ready to commence the next phase of an experiment that will remake the world. A stranger dressed in grey watches from a hillside, searching for the sinister powers growing within the house. A killer appears from the surrounding forest, determined to carry out her deadly instructions. In the cellar, something lingers, observing and influencing events, waiting to take on flesh and emerge. And trapped in alien darkness, the last survivor of a doomed race mourns for the lost planet Earth.

Parasite *[L86]*
The TARDIS has arrived in the Elysium system, lost colony of distant Earth and site of the Artifact: a world turned inside out, a world of horrific secrets. For more than a century scientists have studied the ecosystem flourishing within the Artifact. Now the system is in collapse and even the humans trapped inside are changing into something new and strange. With the members of one expedition murdered, those of another fighting for their lives and a solar system on the brink of civil war, can your crew survive a journey to the heart of the Artifact in their search for the truth?

Warlock *[A59, V137, V199, G27; from Vol.1, L61]*
It was the ruthless pack instinct of the primeval forest. But warlock magnified it a thousand times and made it lethal. There's a strange new drug on the street. It's called warlock and some people say it's the creation of the Devil. Others see it as the gateway to enlightenment. Your characters can work with an undercover cop, trying to track down its source. Or get trapped in a horrific animal experimentation laboratory. And may begin to guess the terrible truth about warlock. Move beyond cyberpunk into a realm where reality is a question of brain chemistry and heaven or hell comes in the shape of a pill.

Set Piece *[A85, V98, V157, V182]*
There's a rip in the fabric of space and time. Passenger ships are disappearing from the interstellar traffic lanes. In an attempt to find out who's behind the disappearances, your TARDISeers might allow themselves to be captured. But when a rescue attempt goes terribly wrong, the time travellers find themselves scattered throughout history. Stranded in Ancient Egypt, they struggle to survive in an environment as alien as a distant planet: the Earth 3000 years before they were born. They might manage to find employment at a nobleman's house. And then come face to face with the metal horrors which have pursued them through time.

Infinite Requiem *[V166, V178, L123]*
"The whole structure of the cosmos could be at stake – and the focus of the danger is here on Earth." Kelzen, a chaotic force in the mind of an unborn twentieth-Century earthling. Jirenal, intent on conquering a future society of dreamers and telepaths. Shanstra, evil incarnate – the conflicts on Gadrell Major are her sport and the tragedies of humans are her entertainment. They are Sensopaths, their minds attuned to the collective unconscious, their power unleashed like a wild animal into the physical world. One by one, the TARDIS has located them. Your PCs face the life-and-death struggle of a colonial war, and must confront the all-powerful trinity.

Sanctuary *[A71, L129, G21]*
The TARDIS is caught in the gravitational field of a dark star. Your travellers are forced to evacuate, and find themselves stranded in medieval France – a brutal time of crusades and wars of succession. As the Albigensian crusade draws to its bloody conclusion, men inflict savage brutalities on each other in the name of religion. And the TARDIS crew find their lives intertwined with warring Templars, crusaders and heretics. While they begin a murder investigation in a besieged fortress, they may find themselves drawn to an embittered mercenary who has made the heretics' fight his own. To leave history unchanged, they may have to sacrifice far more than their lives.

Bernice Summerfield and the Criminal Code *[L140]*
On the planet Shanquis, your Player Characters are trying to negotiate a peace settlement between this world and the neighbouring world of Esoria. They should be in their element, in an arena where the fighting is done with words, not weapons. Yet after days of talks, the situation is getting worse. The planets are on a war footing and they cannot break the deadlock. They might learn of the Shanquin "forbidden language", which it is illegal to read, speak or even think. Pursuing the root of this obscure, archaic law, they find themselves obstructed and threatened – and realise that their investigations may have given them the only hope of stopping this war...

Original Sin *[A42, A50, A70, V139, V142, L97, L98]*
"I'm playing with a fire so dangerous I could scorch eternity." The

last words of a dying alien send your time travellers to thirtieth-Century Earth in an attempt to avert an unspecified disaster. Before they can even unpack, they've been arrested by the Adjudicators and sentenced to death by the Imperial army. Their attempts to prove their innocence take them from the mosaic planet Purgatory to a prison inside a star. Meanwhile, a series of apparently motiveless murders need to be investigated, and lead to characters stumbling upon a conspiracy with sinister overtones.

Sky Pirates! *[A60, V113, V187, L146]*
Avast, ye scurvies! Hoist the mainbrace, splice the anchor and join the maiden voyage of the good ship *Schirron Dream*, as it ventures into the fungral dark of air spaces occupied by the Sloathes – those villainous slimy evil shapeshifting monsters of utter and unmitigated evil that have placed a system under siege! Have a rough old time of it in durance vile! Meet the intrepid Captain Li Shao, and the beautiful if somewhat single-minded Sun Samurai Leetha t'Zhan! Roast on the dunes of Prometheus, swelter in the foetid jungles of Anea, swim with the Obi-Amphibians of Elysium and freeze off inconvenient items of anatomy on the ice wastes of Reklon in an apparently doomed search for the Eyes of the Schirron, the magickal jewels that will either save the system or destroy it utterly!

Zamper *[V105, V115, V203, L165; from Vol.1, L61]*
"Good morning. We're doomed. Would you like a cup of tea?" On the far side of a break in the fabric of space is the planet Zamper, home of a secretive organisation that constructs and sells the mightiest warships in the galaxy. It is to Zamper that the last warriors of the fallen Chelonian Empire have come in a final attempt to restore their race's glory. Separated from the TARDIS, your time travellers are intrigued by the bizarre operations on Zamper. Why are accidents and power failures afflicting the planet? What is the true agenda of the mysterious Management? And what are the strange powers of the alien shipbuilders?

Toy Soldiers *[V174, L126]*
"Children make better soldiers," said the teddy bear. "They kill without compunction." Your PCs are following a trail of kidnapped children across Europe, a continent recovering from the ravages of the First World War. The only clue they find is the toy bear each missing child was given. But someone is aware of their search, and they soon find themselves unwilling guests on the planet Q'ell, where a similar war still rages – and has done for fourteen hundred years. You must find a way of stopping the Q'ell from recruiting every child in the world to their cause. And start a peaceful revolution on a planet where there is no longer any word for peace.

Head Games *[L96, L110]*
"This isn't Hell. It's only a sequel." Your TARDISeers face a deadly new threat: a genocidal rogue Time Lord and his army of combat-hardened, gun-slinging warrior women. To make matters worse, this foe is a twisted version of your Time Lord – and if your PCs can't stop them, they'll end all life on Detrios and Earth. Armed only with their wits and with the modest power of control over reality, your heroes must face the Time Lord's megalomaniacal evil double.

The Also People *[A85, V165, L160]*
"Just how technologically advanced are they?" "Let me put it this way: they have a non-aggression pact with the Time Lords." The TARDIS had brought your characters to paradise, or at least the closest thing it can find. A sun enclosed by an artificial sphere where there is no want, poverty or violence. While they learn to surf, meet cute boys and girls and look at biplanes, they come to suspect an alien plot. Then the peace is shattered by murder. As the suspects proliferate, they realise that even an artificial world has its buried secrets and that every paradise has its snake.

Shakedown *[A67, A88, V147, L135]*
"The Sontarans can never defeat us. It is we who will win." For thousands of years the Sontaran clone-warriors and the Rutan gestalt have fought each other across the galaxy. Now the Sontarans have a plan to strike at the heart of the Rutan Empire, and utterly defeat the Rutan race. Only one Rutan spy knows the Sontarans' secret. He is being pursued from planet to planet by your PCs and a Sontaran hit squad. After a confrontation aboard the racing space-yacht *Tiger Moth*, the chase culminates on the library planet Sentarion – where research into the history of the Sontaran/Rutan war turns into explosive reality.

Just War *[V162, L92; from Vol.1, L61]*
"Tomorrow belongs to us, not you. If you were really from the future, you would be a Nazi." March 1941: Britain's darkest hour. The Nazis occupy British soil and British citizens are being deported to European concentration camps. Six thousand people a month are dying in air raids on London. The United States show no sign of entering the war. This isn't a parallel universe, it isn't an alternate timeline; and everything is running according to schedule. But now something, somewhere, has gone wrong. The Nazis are building a secret weapon, one that will have a decisive effect on the outcome of the War – a UFO or the largest bomber ever developed by the Luftwaffe.

Warchild *[A59, V175, V199, G27; from Vol.1, L61]*
Adolescence is a difficult time. Especially when you have the power to rule the world. Creed is just an ordinary guy – as ordinary as you can be when you're a secret agent working for the government. But his family is another matter. His youngest child seems able to read his mind. His oldest boy, Ricky, may possess a stranger and far more frightening power. And others seem interested in his "gifted" children – sinister forces who see them as a resource to be exploited. Around the world, the PCs have been put in place, ready to act when the time is right. Old friends and enemies are gathering for a final confrontation that will shape the future of the globe – and the evolution of mankind.

SLEEPY *[A65, A69, V107, L163]*
The Earth colony on Yemaya 4 is a very ordinary place. The colonists spend their time farming, building homes, raising families. But when your TARDISeers arrive, they find a virus sweeping through the population, unleashing the colonists' latent psychic powers.

They fall prey to the infection, and discover telepathy is not the only symptom. One of them may be unable to resist the call of an ancient place of sacrifice, while the others travel back in time to the origin of the virus, and uncover a desperate bid for immortality. And all the while the Time Lord is playing a dangerous game with troopers of the Dione-Kisumu Company, who have come either to reclaim the stolen biotechnology – or to sterilise the planet.

Death and Diplomacy *[A80, V185, L93]*
Three mighty empires poised for war! In the far-off Dagellan Cluster, the savage Dakhaari, the militaristic Czhans and the evil backstabbing Saloi are at each other's respective throats over the tiny, peaceful planet of Moriel. The Hollow Gods have decreed that a satellite be built in which they must settle their differences or else. But just who has the tact and diplomacy to arbitrate these talks? Meanwhile, your adventurers are on Moriel with the Czhanist army, knocking seven bells out of the native populace. Why have they launched this sneak attack? Will it wreck the talks completely? Are they participating in the Hollow Gods' hidden agenda – a plan that will result in the death of billions?

GodEngine *[A53, A70, V127, L117, G20]*
"We're on Mars, we're surrounded by Ice Warriors, and the TARDIS has been destroyed. Business as usual, I suppose." Stranded on Mars, your travellers team up with a group of colonists on a journey to find much-needed supplies at the North Pole. But when their expedition is joined by a party of Ice Warrior pilgrims, tensions are stretched to breaking point. Meanwhile, one PC is on Pluto's moon, trapped with a group of desperate scientists in a deadly race against time. The year is 2157: the Earth has been invaded, and forces are at work on Mars to ensure that the mysterious invaders are successful. Unless your heroes can solve the riddle of the GodEngine, the entire course of human history will be changed.

Christmas on a Rational Planet *[V108, G19]*
December, 1799. Europe is recovering from the Age of Reason, the Vatican is learning to live with Napoleon, and America is celebrating a new era of independence. But in New York State, something is spreading its own brand of madness through the streets. Secret societies are crawling from the woodwork, and there's a Satanic conspiracy around every corner. Your characters may be stranded in a town where festive cheer and random violence go hand-in-hand. Or trapped on board the TARDIS with someone who's been trained to kill them. And when Reason itself breaks down, even they can't be sure who or what they're fighting for. Christmas is coming to town, and the end of civilisation is following close behind...

The Trial of a Time Machine *[L150]*
After colliding with another time-ship in the vortex, your TARDIS materialises on Thrantas where it is arrested and forced to face trial. While your Companions investigate the crime scene, your Time Lord must defend their most loyal companion against a society where guilt has no meaning.

Vanguard *[L154]*
The planet Vanguard was once ravaged by a war between its peoples: the Dauntless and the Intrepid. Now, robotic titans stalk the desolation, searching for survivors. Their mission: to end the war for one side or the other. But which side will your heroes take?

The Jabari Countdown *[A64, V143]*
Arriving on a mysterious island, stranded with a group of mathematicians, your TARDISeers find themselves on the fringes of the Second World War. Trapped with only each other and an unknown threat, the group must work together to solve a puzzle greater than just one world's war.

The Dread of Night *[V170]*
When a grieving household offers your TARDIS crew shelter from the weather, they find themselves exposed to even less hospitable conditions. A sinister presence stalks the house, plaguing its inhabitants... and only the truth can free them.

The Death of Art *[V106, V107, V158, V172]*
1880's France: the corrupt world of the Third Republic. A clandestine brotherhood is engaged in a desperate internal power struggle; a race of beings seeks to free itself from perpetual oppression; and a rip in time threatens an entire city. The future of Europe is at stake, in a war fought with minds and bodies altered to the limits of human evolution. One Player Character finds himself working undercover with a suspicious French gendarme; another follows a psychic artist whose talents are attracting the attention of mysterious forces; and yet another befriends a shape-shifting member of a terrifying family. And, at the heart of it all, a dark and disturbing injustice is being perpetrated. Only an end to the secret war, and the salvation of an entire race, can prevent Paris from being utterly destroyed.

Damaged Goods *[A66, V107, V160]*
"Wherever this cocaine has travelled, it hasn't gone alone. Death has been its attendant. Death in a remarkably violent and inelegant form." Your TARDISeers arrive at the Quadrant, a troubled council block in Thatcher's Britain. There's a new drug on the streets, a drug that's killing to a plan. Somehow, the very ordinary people of the Quadrant are involved. And so, amidst the growing chaos, a bizarre trio moves into number 43. The year is 1987: a dead drug dealer has risen from the grave, and an ancient weapon is concealed beneath human tragedy. But they will soon discover that the things people do for their children can be every bit as deadly as any alien menace – as they uncover the link between a special child, an obsessive woman, and a desperate bargain made one dark Christmas Eve.

So Vile a Sin *[A65, A70, A80, A85, V107, V125, V160, L98, L124]*
The Earth Empire – the Imperium Humanum, upon which a thousand suns never set – is dying. The Great Houses of the Empire manoeuvre and scheme for advantage; alliances are made; and knives flash in the shadows. Out among the moons of Jupiter, another battle is just beginning, as an ancient brotherhood seeks limitless power and long-overdue revenge.

Bad Therapy *[V169, L122]*
"We're not like you – we can't be whole on our own." 1950s London, but all is not well in bohemian Soho: racist attacks shatter the peace; gangs struggle for territory; and a bloodthirsty driverless cab stalks the night. While there are enjoyments at the mysterious and exclusive Tropics club, your PCs may prefer to investigate a series of ritualistic murders with an uncommon link – the victims all have no past. Meanwhile, a West End gangster is planning to clean up the town, apparently with the help of the Devil himself. And, in the quiet corridors of an abandoned mental hospital, an enigmatic psychiatrist is conducting some very bad therapy indeed. As the stakes are raised, healing turns to killing, old friends appear in the strangest places – and even toys can have a sinister purpose.

Eternity Weeps *[A80, V118, L152, G13]*
"The flood is come! Oh God save us all; the day of judgement is come!" Turkey, 2003: Two rival expeditions attempting to find Noah's Ark. While one team follows the Bible and its own beliefs, the other relies on a more exact science – but both paths lead to the same revelation. And, as the region moves ever closer to war, they uncover the key to a timeless mystery and a terrible secret. Your Player Characters are called in to a situation fast getting out of control, as countless numbers flee a biological terror. The world is about to undergo a new genesis, and they must unravel the ties between Mount Ararat, the moon, and an ancient exodus. Mankind faces apocalypse. But can the aid of a far older race, alongside companions past and present, prevent the planet being twisted into the image of a long-dead world?

The Room With No Doors *[A82, A94, V109, V146, L159]*
Swordplay, samurai, demons, magic, aliens, adventure, excitement... Who needs them? The TARDIS travels to 16th-Century Japan, a country gripped by civil war as feudal lords vie for control. Anything could tip the balance of power. So when a god falls out of the sky, everyone wants it. As villagers are healed and crops grow far too fast, your time travellers try to find the secret of the miracles – before the two rival armies can start a war over who owns the god. They are alone – except for an alien slaver, a time-travelling Victorian inventor, a gang of demons, an old friend with suspicious motives, a village full of innocent bystanders, and several thousand samurai. But someone has to take up the challenge of adventure and stop the god from falling into the wrong hands. Someone has to be a hero.

Bullet Time *[V117, V190]*
Hong Kong 1997: the handover to Chinese rule is imminent, and investigative journalist Sarah Jane Smith is on the trail of corruption in the Far East. Street gangsters lurk round every corner. And when one decides to confide in Sarah, she is thrown headlong into danger. What are UNIT doing in Hong Kong, and why are they following missing backpackers? What is causing a spate of strange and unnatural deaths? And how will your characters get involved? More importantly, whose side will they be on? The truth can now be told, and the outcome of Sarah's investigations revealed. But will her world ever be the same again?

Lungbarrow *[A49, A56, A92, A98, V134, V157, L107, G23; from Vol.1, L2]*
All is not well on Gallifrey. One of the Player Characters is having someone else's nightmares. The others have stumbled on a murderous family conspiracy. And the beleaguered Lady President, Romanadvoratrelundar, foresees one of the most tumultuous events in her planet's history. At the root of all is an ancient and terrible place, the House of Lungbarrow in the southern mountains of Gallifrey. Something momentous is happening there. But the House has inexplicably gone missing. 673 years ago the Doctor left his family in that forgotten House. Abandoned, disgraced and resentful, they have waited. And now you enter that home to face a threat that could uncover the greatest secret of them all.

The Pyramid of Sutekh, The Vaults of Osiris, The Eye of Horus, The Tears of Isis *[A55, A73, A79, V189, L125, G18]*
Egypt in 2015 is an unsettled place. The trade in stolen antiquities is a murky one, and it's about to get a whole lot worse, as an ancient and terrible force enters the market. Not quite meanwhile, Ancient Egypt is enjoying a golden age – peace, prosperity and a powerful Pharaoh. But something is moving through the sands. A forgotten god requests an invite to the feast. Russell Courtland prophesied the world would end on Tuesday. No-one was more surprised than he was when it did.

The Shadow Heart *[V188, V196, L136, L149]*
One empire has fallen and another has taken its place. The race known as the Wrath are expanding into new territory. Only the Earth Empire stands in their way. It's been fifty years since your TARDIS last visited this sector of space. And one man in particular has been awaiting its return. As the mistakes of the past come back to haunt your characters, and with a price on their heads and bounty hunters on their tail, they are heading for a last reckoning. The pieces are finally coming together. Somewhere deep within the Shadow Heart.

The Unknown *[L133]*
A planetary anomaly. A scientific impossibility. A mystery to be solved. Of course, River Song expects to be consulted. She expects her valuable knowledge and experience will help the crew of the *Saturnius* unlock the strange phenomenon that has appeared in Earth's solar system. But what River doesn't expect is stowaways.

The Eye of the Storm *[L103; from Vol.1, V81]*
The Great Storm of 1703 approaches. The fate of planet Earth hangs in the balance. The only people who can save it are your characters. Or River Song. Or maybe this whole situation is their fault in the first place. It's going to be a bumpy ride...

The Psychic Circus *[V155, L166; from Vol.1, X4]*
When a junkmail robot invades the TARDIS, your adventurers get led down an unnerving path. Meanwhile, space beatniks Kingpin and Juniper Berry just want to hitch rides and busk – until a greater purpose calls, as do malevolent forces. The Psychic Circus is just beginning: it may lack clowns, but it already has a Master...

The Monsters of Gokroth *[A63, V194, L102]*
The people of Gokroth live in fear of the monsters in the forest. Creatures with scales and fur, teeth and claws. But worse than

these, perhaps, is the strange doctor who does unspeakable, unholy work in the high castle on the mountain… A doctor who's about to receive a visit from an off-worlder. Mags, formerly of the Psychic Circus. A native of the planet Vulpana... with a monstrous secret of her own.

The Moons of Vulpana *[V144, V192, L156]*
Vulpana. Not the savage Vulpana that Mags was once taken from, but Vulpana in an earlier era. The Golden Millennium – when the Four Great Wolf Packs, each devoted to one of the planet's four moons, oversaw the height of Vulpanan civilisation. A time when the noblest families of the Vulpanan aristocracy found themselves in need of new blood… A golden age that's about to come to a violent end!

An Alien Werewolf in London *[V129, V176, V183; from Vol.1, L61 and L63]*
A space-time summons brings the TARDIS to the strangest place it has yet visited. A haven for the freakiest freaks and the weirdest weirdoes: Camden Lock, London, in the early 1990s. Suddenly, your time travellers are on a mission to rescue an alien being, held prisoner in a massive mansion… A mission that can't possibly go wrong. Can it?

A Thousand Tiny Wings *[A43, V111]*
1950s Kenya. The Mau Mau Uprising. A disparate group of women lie low in a remote house in the jungle, waiting for a resolution or for rescue. Among these British imperialists is Elizabeth Klein, a refugee from a timeline that no longer exists... People are dying in this remote place. One by one. And there's something out there, in the jungle, accompanied only by the flutter of a thousand tiny wings...

Survival of the Fittest *[V200]*
The hive of the Vrill bears the scars of a terrifying cataclysm. Only a handful remain alive, hatched after the holocaust of the mysterious Winterlack. The Vrill seek a new Authority. They find the PCs, two-legged creatures who can lead them to survival. They must solve the mystery of the Carrion beast that haunts the lower chambers. They must face the Winterlack that still stalk the mountains. And they must find a path that does not lead to extinction...

The Architects of History *[A48, L100]*
The year is 2044. Earth is enjoying a Golden Age of peace, prosperity and technological advancement... but somebody is plotting to destroy all that. The Selachians, shark-like alien monsters, launch a crippling attack on Earth's Moonbase, using deadly weapons from the future. Help is at hand. A TARDIS appears in a Moonbase hangar. A time-travelling hero has returned in the hour of Earth's greatest need. Now, your heroes must fight to save not only the Galactic Reich but Time itself from the mysterious prisoner who has orchestrated these fateful events... your own Time Lord.

Return of the Daleks *[A86, L164]*
No one could ever know. We had to erase the past. Change everything. Start again. But even though it's been centuries now... In our hearts, none of us feels truly… Safe. I think, even if our people were to survive until the end of time itself, we would still fear... The return of the Daleks.

Excelis Decays *[L84]*
When we last visited the city of Excelis, its citizens were about to enter an age of enlightenment and reason. But some centuries later, your time travellers discover a vicious totalitarian regime at war with the rest of Artaris, living off the efforts of a drugged and broken underclass. Who is the mysterious Lord Sutton, and what hold does he have over the ruling classes? What are the Meat Puppets, and what role do they play in the eternal war? And why is your arrival the final piece in a plan that has been centuries in the making? Throughout your adventures, you have fought many legends. But some legends refuse to die.

Project: Lazarus *[V184]*
Unfinished business. A frightened girl is stalked in a land of eternal night. A hunter longs for recognition and power. Your travellers in time return to correct the mistakes of the past and face a danger that could rob them of their future. Unless the future intervenes. And in the shadows stands Nimrod. Waiting… Welcome to the Forge.

Valhalla *[V163, L153]*
Welcome to Valhalla, Capital of Callisto, Jupiter's premier moon, where anything and everything is up for sale. But Valhalla isn't quite what it says in the brochures – not since Earth granted independence and cut off the supplies. Your characters (FOR SALE. EXCELLENT CONDITION) visit the Job Centre and find power cuts, barcoded citizens and monthly riots (ALL BOOKABLE.) And then there's the problem with the termites...

Frozen Time *[A45, V152]*
In 1929, Lord Barset's expedition to the Antarctic is lost without trace. Or so it seems… Nearly a century later, his grandson funds a much-publicised return to the icy wastes. His mission: to discover what happened to the original expedition. But what he finds instead is an enigma – your battered TARDIS frozen in ice millennia old. But something else lies in wait in this awful place, something from an era before humankind set foot on the continent's cold soil. A menace frozen in time.

The Death Collectors *[L82]*
There is only death. A virulent disease that killed millions. A missing scientist. An ancient race of salvagers who collect and preserve the dead. The quarantined planet Antikon connects them all. When your TARDISeers arrive on a sky station above Antikon, a single accident has already set in motion a chain of events that will mean the death of every living thing. And the only way you can stop it is to die. Again.

Kingdom of Silver *[L148]*
Your time travellers arrive on Tasak in search of refreshment, armed with nothing more than a kettle. But this is a time of crisis for a civilisation about to enter an industrial age. Mindful that a devastating war is only recently over, the wise and revered Magus Riga will do almost anything to save his people from the follies of

the past. But the road to hell is paved with good intentions. And the planet Tasak is host to ancient powers buried deep and long forgotten. Can visitors from another world avert disaster or will their intervention drag this innocent world into the Orion War?

UNIT: Dominion *[A57, V121, G16; from Vol.1, A9]*
The universe stands on the brink of a dimensional crisis – and your TARDISeers are pulled into the very epicentre of it. Meanwhile, on Earth, UNIT scientific advisor Dr Elizabeth Klein and an incarnation of the Doctor you've never encountered before are tested to the limit by a series of bizarre, alien invasions. At the heart of it all is a terrible secret, almost as old as the Time Lords themselves. Reality is beginning to unravel and your characters must use all their strength and guile to prevent the whole of creation being torn apart.

Persuasion *[A52, V149, V181]*
Your PCs are recruited for an off-the-books mission to the apocalyptic final days of Hitler's Germany. An alien creature seeks to loot the same particular secret from a Nazi base in Dusseldorf, however. Strange and sinister beings are converging on the same time/space location in search of the scientist Schalk, whose experiments are the key to a devastating power… The power of Persuasion.

Starlight Robbery *[A52, L101, G26; from Vol.1, V35]*
Sick of the same-old slaughter-appliances? In need of a killer new killing-machine? Then look no further than Garundel Galactic's secret arms auction. Blasters, tanks, missiles and bombs – no bang too big or micro-laser too small. If you've got the credits, Garundel's got the kill-sticks. (Cash buyers get preferential rates.) In search of the key to a sinister alien technology, the TARDISeers set their sights on an illicit intergalactic arms fair run by an old acquaintance – the slippery Urodelian crook, Garundel. But what are their chances of pulling off a particularly audacious heist from under the noses of Garundel and his alien clients, the ever-belligerent Sontarans?

Daleks Among Us *[A52, V128, V149, V181, L89, G26]*
AZIMUTH DEPARTMENT OF RE-EDUCATION
REMINDER: TO ALL CITIZENS
There are no Daleks on Azimuth. There have never been Daleks on Azimuth. Twenty years ago, the Daleks did not invade Azimuth. There was no war. There were no death camps. No one helped liberate Azimuth. There are no such things as Daleks. They do not exist. There are no Daleks among us.
UPDATE: TO ALL CITIZENS
A strange box has not appeared in Monument Plaza. Off-worlders are not at large in the city. For your own safety, should you not see any of the above, report at once to the Department of Re-education, Azimuth Central.
NEVER REMEMBER

The Two Masters *[A46, V135, G15]*
The future is dying. All over the universe, gaps are beginning to appear. From the space lanes terrorised by the rag-tag remnants of the once-mighty Rocket Men, to the empire of the Gorlans, stricken by a terrible civil war. Gaps in space/time, portents of the end of everything. Only three beings might prevent it. Your Time Lord. The Master, a renegade Time Lord from Gallifrey. And another Master, yet another renegade Time Lord from Gallifrey. What could possibly go wrong?

Companion Piece *[A41, V201, L105]*
Escaping from one battle and straight into another, your PCs find themselves on a far-flung world where time travellers are persecuted as witches and warlocks by the Holy Inquisition. Some are arrested, their only hope of escape being the others who have demons of their own to face, and as they start to realise exactly what is happening, time rapidly starts to slip away.

Subterfuge *[A54]*
London, 1945. Winston Churchill campaigns for re-election. His new strategic adviser assures him that Britain has a bright future under his continued leadership. It's a vote he can't possibly lose. But history says that he must. The Monk is meddling, altering history for his own selfish ends. With spies and aliens in the mix, Winston realises victory may not be so simple. But at least he can trust the Player Characters... can't he?

Dark Universe *[L94]*
The Eleven has a plan. A grand plan. An appalling plan. A plan that endangers all life in the cosmos. With everything at stake, you TARDISeers must rely on scheming Time Lord Cardinal Ollistra for help. The stage is set for an epic confrontation. Because she has a plan to stop the Eleven. A grand plan. An appalling plan. A plan that endangers all life in the cosmos. Whichever one of them wins, the Dark Universe won't want to lose...

Death Comes to Time *[X13]*
"Even Time Lords die..." When a dissident Time Lord group inadvertently caused the destruction of an entire civilisation through interference, its members vowed to repent by serving the Universe not as gods of Time but as mere men. Many years later, this peaceful resolve is severely tested when two of their number are killed – and your own Time Lord becomes embroiled in the struggle against the apparently unstoppable General Tannis. Plagued by ominous portents, your characters must race across the Universe, taking in the Santine Republic, the Great Orion Nebula and the frozen heart of the Canisian Empire. Meanwhile, the mysterious Minister of Chance battles his own inner demons. Matters reach a terrible climax when Tannis' next target for subjugation is identified. Exactly how much are you prepared to sacrifice in order to save Earth?

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook. The Traits in the official Seventh Doctor sourcebook are referenced in Vol.1.

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CREDITS

This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for 57 years of storytelling.

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Grimklok: Time Lords The Lesser Chapters.
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Kevin Jenkins: Shadowfell (Gabriel and Tanith).
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Stuart Manning: The Tramp (airship).
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Nick Spender: The Channel Islands Occupation 1940-45.
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Vlado: Reclaim Platform Juliet-November-Kilo.
Pete Wallbank: Huitzilin.
William Warby: Psychic Parasites.
Mark Wilkinson: Yemaya 4.

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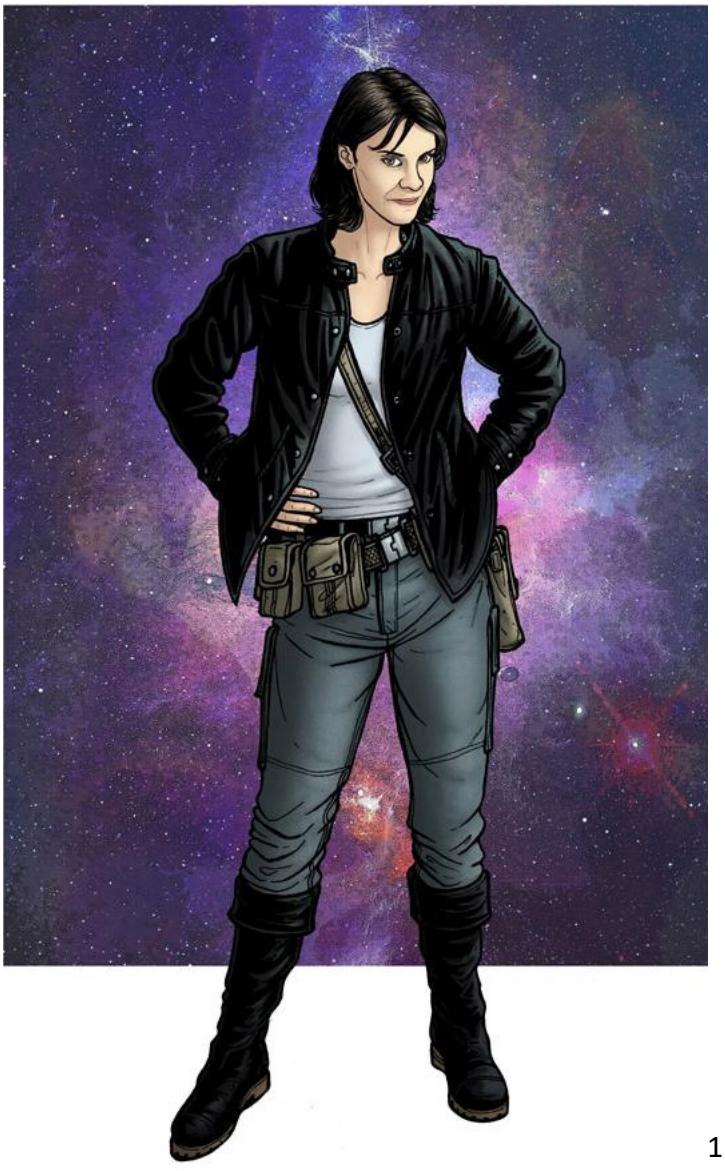

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The Unknown by Guy Adams
The Eye of the Storm by Matt Fitton
UNIT: Dominion by Nicholas Briggs and Jason Arnopp
The Eighth of March: The Big Blue Book by Lizzie Hopley

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Companion Piece by Robert Perry and Mike Tucker
The Dalek Factor by Simon Clark

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Operation Volcano by Andrew Cartmel and Christopher Jones, published in The Seventh Doctor, Titan Books, 2018

WEBCASTS

Death Comes to Time by Colin Meek

REFERENCE WORKS

The following reference works were, at times, invaluable to the makers of this sourcebook.

IN PRINT

Ahistory, An Unauthorised History of the Doctor Who Universe by Lance Parkin (Mad Norwegian Press)
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Big Finish Companion Volume 2 by Kenny Smith (Big Finish)
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I, Who 3, The Unauthorized Guide to Doctor Who Novels and Audios by Lars Pearson (Mad Norwegian Press)

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